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AUCTION BRIDGE



by
Elsie Holzman



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AUCTION BRIDGE

*Explained in
a Simple Practical Way*

By Elsie Holzman



WITH INTRODUCTION BY
LEE LANGDON *of the* NEW YORK
BRIDGE WHIST CLUB



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INTRODUCTION

The need for a treatise on Auction Bridge that is written in language the veriest tyro can understand and that will set forth its principles so that the beginner may learn to play this interesting and popular game, has induced the author to publish this volume.

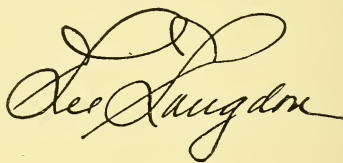
The author has been a successful teacher of the game for some years. She customarily furnished her pupils who were just beginning to learn a series of written instructions to study between lessons. These were found so helpful to her pupils and so many requests for them were received from others that she determined to elaborate them into a book.

Although this is a book from which one who has never played the game may teach oneself, it must not be classed as a book for beginners alone. The author's rules for bidding and her explanations of the reasons for the rules are so sound and so lucid that the book commends itself to the advanced player as well. How often have we railed at our partner because he either did not know, or if he did know at least did not follow the author's dictum, that the first bid should give definite information and must not be on a King Jack suit or on six to a Queen, Jack, with an outside Ace or King. Many a penalty would have been avoided and many a penalty might have been collected from the adversaries if we could have been assured that our partner's original bid signified, as she says it should, two certain tricks no matter what the trump eventually may be.

Her chapter on second hand bidding is particularly commended to the attention of those optimistic bidders who bid two of a minor or even a major suit after a no trump when they are very weak in the other major suit.

The chapters on General Comment also contain some matters very commonly overlooked by the average player and the chapters on Doubling are very interesting and properly emphasize the caution that should be displayed in using this weapon. Likewise those on General Play with Dummy, the Choice of Suit to be Established, Finessing and Discarding all are well thought out and if followed carefully will undoubtedly improve the game of those who have played a long while.

A carefully worked out index and glossary have materially added to the value of the work, and I am pleased to see that she has also included the amendments to the Laws as proposed by the New York Bridge Whist Club. These are a growth and development of the Laws proved desirable by play at the Club, and to my mind are a decided improvement to them.

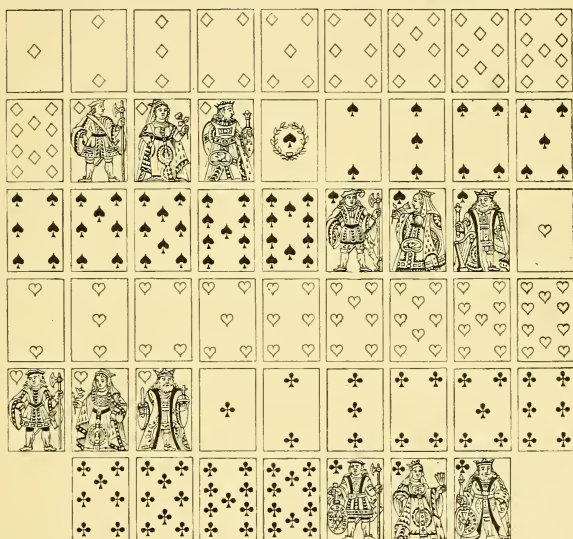
A handwritten signature in cursive script, reading "Lee Hugdon". The signature is fluid and elegant, with a large, stylized initial "L" and "H".

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INTRODUCTION AND EXPLANATION OF THE GAME.

Auction Bridge is a game played by four persons, with a pack of 52 cards. This pack is divided into four suits: Spades ♠, Hearts ♥, Diamonds ♦ and Clubs ♣. Each suit contains thirteen cards.



The Ace is the highest of the suit, then the King, etc. The two players sitting opposite to each other are partners. It is customary to cut for partners, and the two cutting the lowest cards become one pair of partners, while the two cutting the highest are the other pair. In cutting, the Ace is the lowest card, then the 2 and so forth.

If two cards of the same denomination are cut, the values of the suits count as follows: Spades lowest, then Hearts, then Diamonds, and then Clubs. The player cutting the lowest card becomes the dealer.

After the partners are seated, the dealer shuffles the cards and has them cut by the player on his right. He then deals the cards, face down, one at a time, to the left, until all the cards have been dealt out.

Two packs of cards, with different colored backs, are usually employed. While the dealer is dealing one pack, his partner shuffles the other for the next deal, placing it, when shuffled, on his right and to the next dealer's left. The next dealer is the player on the first dealer's left. Both the dealer and the dealing rotate to the left.

After the cards have all been dealt, the game is opened by the dealer making a declaration. As there are thirteen tricks in every deal, the game is to take as many of the thirteen tricks as possible. The first six tricks do not enter into either the bidding or the count of the number taken. Only the seventh and all additional tricks are counted as part of the bid. The players bid in turn, contracting to make a certain number of tricks in excess of six, either with a certain suit as trumps, or with no trump at all.

In playing to a trick, each person in turn must, if possible, play the same suit as the one led. The player who plays the highest of that suit wins the trick, and then leads any card he pleases for the next trick. If a player has none of the suit led he may play any card of any other suit. If the card he plays is of the trump suit, he will take the trick with that, provided no player after him plays a higher trump. In other words, the trump suit is higher than any other suit, but it may be played only when the player has none of the suit led, or when trumps have been led, or when he decides to take the trick with a trump. A player who has none of the suit led may use his own judgment as to whether to play a trump or discard a worthless card in some other suit. In a game with no trumps, however, all the suits are of equal value, and the highest card of the suit *led* wins each trick in turn.

In bidding, the suits have different values. Clubs are of the lowest value, then in order come Diamonds, Hearts and Spades. The lowest bid, therefore, is "One Club." This means that the bidder contracts to make, with the help of his partner, one trick above the first six, or seven in all, with Clubs as trumps. The dealer opens the game by making a bid or, if he chooses, by "passing," that is, by making "no bid." The bidding proceeds to the left, and each person in turn must either make a bid higher than the preceding one or make a "no bid." To make a higher bid, a player

must bid either for the same number of tricks as the last bid in a suit of a higher value, or for one trick more in anything. If, for example, the dealer bid "One Heart," a higher bid is either "One Spade" or "One No Trump" or "*Two* Clubs" or "*Two* Diamonds," "*Two* Hearts," or more.

The bidding continues until three players in *succession* have made "no bids." The fact that a player has passed on one round does not prevent him from bidding on the next or any subsequent round if he chooses, provided a bid is made after his passing. In some deals, there may be only one bid, the three other players making "no bids." In other deals, the bidding may continue for as many as three or four rounds before three successive players have passed. When all four players make no bids, the deal is void, and the next dealer deals.

After three players in *succession* have passed, the bidding ceases and the last bid made is the contracting bid. It should be remembered that once a suit has been declared trump, all other suits have exactly the same value. In a No Trump declaration, every suit has an equal value. The partner of that side, who *first* named the suit or No Trump, *not necessarily the one who made the last bid*, is thereafter known as the declarer. The play then begins by the player to the left of the declarer leading a card. Before the next player plays to the lead the partner of the declarer,

who is now known as “dummy,” puts all his cards face up on the table. The cards should be arranged in suits, and it is proper to place the trump suit on the dummy’s right. The declarer plays both his own and dummy’s cards. The latter is not permitted to help his partner in any way, either by speech or by indicating which card he thinks should be played.

After the thirteen tricks have been played the score is written down. Following is a sample score sheet:

Declarer's Column	Adversaries' Column	
HONORS	30 36	In the honor column are entered all penalties, scores for honors, and scores for slams and rubber. Enter Honor points up from this line and Trick points down—as shown
TRICKS	18 10	In the trick column are entered only the points made for tricks taken, Only the points entered in this column count towards the game and rubber.

If the declarer makes his contract or more, he scores in the trick column for each trick made over the first six tricks:

- 6 points if Clubs are trumps.
- 7 points if Diamonds are trumps.
- 8 points if Hearts are trumps.
- 9 points if Spades are trumps.
- 10 points if there are No Trumps.

If the declarer loses his contract, no score is entered in the trick column, but the adversaries score in the honor column, 50 points for each trick he is short of his contract, irrespective of what are trumps. In the honor column are also scored what are known as Honors. These are the Ace, King, Queen, Jack and Ten of trumps, or the four Aces in a No Trump. The partners originally holding these honors at the time the deal was completed, score as follows:

TRUMPS.

3 Honors in 2 hands	count 2 times value of trick.
4 Honors in 2 hands	count 4 times value of trick.
5 Honors in 2 hands	count 5 times value of trick.
4 Honors in 1 hand	count 8 times value of trick.
4 Honors in 1 hand and 5th in partner's	count 9 times value of trick.
5 Honors in 1 hand	count 10 times value of trick.

NO TRUMPS.

3 Aces in 2 hands	count 30
4 Aces in 2 hands	count 40
4 Aces in 1 hand	count 100
2 Aces, known as "Easy Aces" do not count for either side.	
Little slam (every trick but one)	counts 50
Grand slam (every trick)	counts 100

A game (sometimes colloquially called a frame or a leg) is won when 30 points or more are scored in the trick column. These points need not necessarily be made in one deal. Only the declarer can win a game, never the adversaries. It should also be noticed that one game must be completed before another is begun. If the de-

clarer has made more than 30 points, all the points he has made are counted in that one game only. He cannot count the extra points towards the next game. If the adversaries have scored something less than game in the trick column, these points cannot be used towards the next game.

When a side has won two games the rubber is completed, and in scoring points that side enters in the honor column, 250 points in addition. Both the scores for tricks and honors of each side are then added, and the side with the higher score wins the rubber. The score of the losing side is then subtracted from the score of the winning side, and the remainder is the number of points won by each partner of the winning side. As the 250 points won for the rubber constitute a very large proportion of the entire amount, it can easily be seen that, with few exceptions, the side scoring this sum must win the rubber.

BIDS.

There are two kinds of bids—original and secondary. The first bid made is the original or free bid, all other bids being forced or secondary. An original bid is of an offensive character, expressing the hope of the declarer to win the game. It is primarily an informatory bid, and is intended to give definite information to the partner. A forced or secondary bid may be an offensive and strong declaration, but cannot be positively accepted as such. It may be simply defensive; either an attempt to prevent the adversaries from winning the frame, or a desire to play the hand with the suit declared as trump.

The suits are divided into two classes—major and minor. At a love score, if spades or hearts are trumps, it requires four “odd” tricks to win the “frame” of 30 points or more. These are the major suits. In diamonds or clubs (the minor suits) the declarer needs five “odd” tricks, or eleven tricks to win the “frame.” The difficulty between making five tricks or four is often surprisingly great. On the other hand, it is usually easier to make four odd tricks in a trump declaration than the three which are needed for a No Trump. Therefore, if there is a choice between a No Trump and a strong major suit bid, it is advisable to bid the major suit. Between a No

Trump and a minor suit, always choose the No Trump, and between a major and a minor suit, the major suit bid is, as a rule, the better choice.

An original bid of No Trump indicates an all-round good hand. A hand to be bid a No Trump must be above the average, and the Honors should be divided among at least three suits. If the hand does not contain an Ace, the suits should all be protected, containing at least one trick in each suit.

ILLUSTRATIONS OF ORIGINAL ONE "NO TRUMP" BIDS.

1. Spades..... A Q 7 2
 Hearts..... A K 3
 Diamonds... A 9 4 3
 Clubs..... 9 2

2. Spades..... K Q 3 2
 Hearts..... A J 3
 Diamonds... K J 9 2
 Clubs..... 4 3

3. Spades..... Q 3 2
 Hearts..... A J 5
 Diamonds... 4
 Clubs..... A K Q J 9 2

4. Spades..... K J 3 2
 Hearts..... K 10 6 3
 Diamonds... Q J 10
 Clubs..... K Q 9

"Pass" on these hands.

Spades..... 7 3 2
 Hearts..... A K 9 6
 Diamonds... Q 10 7
 Clubs..... Q 9 2

Spades..... A 7 3 2
 Hearts..... A 10 6
 Diamonds... Q 7 3
 Clubs..... Q 8 5

The smallest number of cards with which to bid one in a trump suit is five of the suit bid, including a certain trick in that suit, and a sure trick in another suit. A certain trick is either an Ace or the

combination of a King and Queen. No other combination can be counted upon for a certain trick. If the bidder depends on a King and Jack combination for a trick, he will be disappointed, for the Ace and Queen may be in the hand after him, and there will then be no trick in his hand. In the case of a Queen, Jack, Ten, which may bring a trick eventually, the thirteen cards of that suit must be divided evenly to guarantee a trick, but in the vast majority of deals, that suit will be trumped on the third time it is played. Of course, if the original bidder finally gets the contract, the Queen, Jack, Ten will probably make a trick; but it must be emphasized that the original bid is of a purely informatory nature, and a bid of one in a Trump declaration, indicates two tricks in the hand, even if the adversaries make the final bid. This will appear from the following examples of hands:

ORIGINAL BIDS.

- | | |
|--|---|
| <p>1. Spades..... Q 7 3
 Hearts..... A K 10 6 3
 Diamonds... 7
 Clubs..... K Q 9 6
 <i>Bid 1 Heart</i></p> | <p>3. Spades..... J 7 3
 Hearts..... K 10 6 2
 Diamonds... 6
 Clubs..... A K Q 9 6
 <i>Bid 1 Club</i></p> |
| <p>2. Spades..... A Q 7 3 2
 Hearts..... K 10 8 4
 Diamonds... K Q 7 4
 Clubs..... 5
 <i>Bid 1 Spade</i></p> | <p>4. Spades..... Q J 10 8 5
 Hearts..... A 9 4 3
 Diamonds... J 7 6
 Clubs..... 10
 <i>No Bid</i></p> |
| <p>5. Spades..... J 4 3
 Hearts..... J 10 7 4
 Diamonds... 7
 Clubs..... K Q 10 9 8 3
 <i>No Bid</i></p> | |

Since an original bid of one signifies two certain tricks in the hand, no matter what the trump eventually may be, this knowledge will be of material value to his partner should he wish to change the original bid. It is also a defense, for even if the adversaries of the original bidder win the declaration, it at once indicates two probable tricks against the declarer.

When the hand does not permit of an original bid of one, because it misses the two top honors, and yet is too strong in the major suits to pass, (e.g., Q, J, 10 x x x* or more and outside tricks, or A, K, Q, x x x* or more with no outside tricks) the bidder may make what is called a "pre-emptive" bid of two or more in the long suit. This bid has two advantages to offer. In the first place it is information to the partner that the declarer wishes the hand to be played only in the suit bid, and, in the second place, it may prevent the adversaries from bidding their suit, since it may require too high a bid for one opponent to make at once. The reasons for not bidding two Clubs or two Diamonds, are that such bids seldom prevent the adversaries from bidding, and may prevent the partner, and also because, on a love score, it is improbable that the game can be won in such minor suits. If the declarer does think that he can win the game in the minor suit as trumps, his proper bid should be either One in the suit, or the full value of the hand at once.

* These x marks each indicate cards below the ten.

SECONDARY BIDS.

Secondary bids fall into three classes.

First: A bid made after an original adverse bid. This is sometimes called a "forced" bid, as distinguished from other secondary bids. It should show at least five in the suit bid with two honors and one or more probable outside tricks, or a strong suit in the suit bid. A secondary bid in this class may be as strong or even stronger than an ordinary original bid, but the partner should bear in mind that the bid may have been forced, because the bidder may have bid only to prevent the adversary from obtaining the declaration for too low a bid.

Second: A bid made after having made a "no bid." Such a bid may not necessarily indicate a certain trick in the suit bid; but if it does not, it should be at least a long suit with probable outside tricks. This is usually a defensive bid.

Third: A bid made in another suit or no trump after the bidder's original bid has been raised. This second bid should have at least five in the suit, the Ace, or five with two honors. It is a bid made for the purpose of informing the partner of the presence of two five card suits, and affords

him a choice. If the secondary bid be a no trump, it must show at least two probable tricks in the adversary's suit.

ILLUSTRATIONS OF ORIGINAL BIDS OTHER THAN ONE.

- | | |
|----------------------------|------------------------------|
| 1. Spades..... A K Q J 7 3 | 3. Spades..... None |
| Hearts..... J 8 5 3 | Hearts..... 3 |
| Diamonds... 10 6 | Diamonds... K Q J 10 8 5 4 3 |
| Clubs..... 2 | Clubs..... A Q J 8 |
| <i>Bid 2 Spades</i> | <i>Bid 4 Diamonds</i> |
| 2. Spades..... 3 | 4. Spades..... Q 3 |
| Hearts..... Q J 10 9 5 3 | Hearts..... 3 |
| Diamonds... A K 3 | Diamonds... Q J 10 8 5 3 2 |
| Clubs..... Q 8 5 | Diamonds... Q J 8 |
| <i>Bid 2 Hearts</i> | <i>No Bid</i> |

A bid after a free bid may be stretched, and a hand that would have been bid "One" originally, may be forced to "Two" secondarily, it being the only way of indicating to the partner the preferred suit.

ILLUSTRATIONS OF SECONDARY BIDS NOT TO BE BID ORIGINALLY.

- | | |
|--------------------------|--------------------------|
| 1. Spades..... A K 7 5 3 | 2. Spades..... 9 8 |
| Hearts..... 9 8 6 | Hearts..... A 7 5 |
| Diamonds... Q 10 8 | Diamonds... Q J 10 8 5 4 |
| Clubs..... 9 7 | Clubs..... K 8 |

To be bid "One or Two Spades"
secondarily.

To be bid "One or Two Diamonds"
after a *suit* bid by adversary.

*Not to be bid second against a No Trump.

3. Spades..... 7 5
Hearts..... K J 10 7 5
Diamonds... Q J 4
Clubs..... K 9 8
To be bid "One or Two Hearts"
after a bid by adversary.

SECOND HAND BIDDING.

After an original suit bid, the second hand, to bid a no trump, should have at least one protecting trick in the suit bid by the adversary. Protection is imperative in the suit bid because that suit will, in all probability, be led in the opening play. If the declarer has not this protection the adversaries may make five or six tricks in it before he can stop them. This protection does not need to be an Ace or a King and Queen; it may be sufficient if it be but a stopper, as, for example, a King and a small card, for these being *after* the free bid, can be called a trick. This is illustrated by the two following almost identical hands:

1. Spades..... K 7
 Hearts..... Q J 5
 Diamonds... A K 10 8 5
 Clubs..... A J 9

To be bid "One No Trump" after
 bid of "One Heart."

2. Spades..... K 7
 Hearts..... J 7 3
 Diamonds... A K 10 8 5
 Clubs..... A J 9

To be bid "Two Diamonds" after
 bid of "One Heart."

If the original bidder has bid a minor suit, it is often wise for second hand to declare his strongest suit, so that should the next hand bid, his partner will know his partner's strength.

If the original bidder has bid "One No Trump," the second hand, if there is no score,

should not ordinarily bid, unless he thinks he has a fair chance of winning the game, or unless he thinks he can prevent his adversaries from winning the game should they change the bid. Therefore, he seldom bids a minor suit. The usual effect of bidding Clubs or Diamonds will not be to force the opponents to Two No Trumps, but to force them to bid a major suit, and against a major suit the defense is more difficult. Against a No Trump declaration a long suit may be effective, but against a suit declaration it will probably be worth not more than one trick.

SECOND HAND DECLARATIONS AFTER ORIGINAL BID OF NO TRUMPS.

- | | |
|---|--|
| <p>1. Spades..... 10 7 3
 Hearts..... J
 Diamonds... 9 8 4
 Clubs..... A K Q J 9 8
 <i>No Bid after No Trump.</i></p> | <p>3. Spades..... 8 6 3
 Hearts..... A 7
 Diamonds... Q J 10 8 4 2
 Clubs..... K 10 9
 <i>No Bid.</i></p> |
| <p>2. Spades..... 7 5 3
 Hearts..... A 4
 Diamonds... K Q J 9 2
 Clubs..... Q 9 8
 <i>No Bid.</i></p> | <p>4. Spades..... 7 5
 Hearts..... K Q J 7 5
 Diamonds... A 10 4
 Clubs..... Q 9 8
 No Bid on a love score. "Two Hearts" if adversaries need only one trick for frame in No Trump.</p> |
| <p>5. Spades..... K J 9 8
 Hearts..... A Q J 7 6
 Diamonds... Q 5 3
 Clubs..... 8
 <i>Bid "Two Hearts"</i></p> | |

The same arguments hold good when there is strength in only one suit, with the rest of the cards trickless.

If the No Trump bidder has already some points to his credit on the score, so that he needs less than three odd tricks for the game, it is often permissible for the second hand to make a bid which, at other times he would not be justified in making. But he would not make the bid if he believes he is able to prevent the declarer from making his game. For example, holding six or seven of one suit, with the Ace, King and Queen and no trick in another suit, it is usually advisable to make no bid, so as "to set" the adversaries, in their No Trump bid. A bid in that suit would warn the adversaries away from it and send them to make a suit declaration.

THIRD HAND BIDDING.

The third hand, before making a bid, must take into consideration whether second hand has bid against the original declarer (third hand's partner), and where no intervening bid has been made. We shall consider the latter situation first.

If his partner has bid a minor suit, the third hand should try to change the bid, preferably to a No Trump, or, if not, to a major suit. An original bid of a minor suit does not indicate so much a desire to play the hand with that particular suit as trump, but rather a wish to encourage his partner to bid something higher. Remembering that in a minor suit it requires five odd tricks to win a game, the declarer hopes that his bid, which shows a fairly strong hand, will help his partner make a bid, either of a No Trump if possible, where only three odd tricks are needed, or of a major suit where four tricks are needed. Therefore, the third hand is not required to have a real first hand bid of No Trump in order to bid it after his partner has bid a minor suit. When a No Trump is declared originally, the bidder expects, until he learns differently from the bidding, that his partner has about a third of the missing high cards. When, however, first hand has bid a minor suit, he is assuring his partner that he has more than an ordinary hand. Third

hand, then, with but a mere skeleton of a No Trump, or almost a No Trump hand, will bid it in the assurance that this is the bid his partner called for.

ILLUSTRATIONS OF THIRD HAND BIDDING AFTER
PARTNER'S ORIGINAL BID OF MINOR SUIT WITH
NO INTERVENING BID.

- | | |
|--|--|
| <p>1. Spades..... Q 10 6 2
 Hearts..... A J 7
 Diamonds... K Q 5
 Clubs..... J 9 7
 "One No Trump" after partner's
 bid of "One Club" or "One
 Diamond."</p> | <p>3. Spades..... K 10 6
 Hearts..... K J 8 7
 Diamonds... Q J 9 7
 Clubs..... 9 6
 "One No Trump" after partn
 bid of "One Club."</p> |
| <p>2. Spades..... Q J 9 5
 Hearts..... Q 10 6 2
 Diamonds... A J 3
 Clubs..... 8 7
 "One No Trump" after partner's
 bid of "One Club."</p> | <p>4. Spades..... 10 5
 Hearts..... A K J 8 7
 Diamonds... Q 9 5
 Clubs..... K 9 4
 "One Heart" after partner's bid of
 "One Club" or "One Diamond."</p> |
| <p>5. Spades..... K J 8 7 5 3
 Hearts..... J 10
 Diamonds... Q 8 5
 Clubs..... 10 7
 "One Spade" after partner's Bid
 of "One Diamond" or "One
 Club."</p> | |

If third hand's partner has bid a major suit originally, it means that he has announced his wish to play the hand with that suit as trump. Therefore, third hand should change the declaration for one of two reasons only. First, when he holds remarkably strong cards, and wishes to show the other major suit, or thinks he can win the game in a minor suit. Second, when he holds

only one or none of his partner's suit. He must then try to warn him of that fact by changing the bid. The reason for the warning is that the original declarer may have only five trumps, and if his partner has but one, the adversaries will have the majority of the suit they are naming as Trump, in which case it will be difficult for the declarer to make the majority of tricks. Under such circumstances, with a generally fair hand, "One No Trump" is the correct bid, or, with a six-card suit, or even a fair five-card suit, that suit should be declared. If after showing weakness in the suit, the original bidder still continues to bid his own suit, the partner has done his duty, and need not change the bid again. If, however, he holds a very strong suit of his own, he should indicate this by bidding it once more, as the first "take out" may show only weakness in his partner's suit, with no particular strength in his own suit. This is illustrated by the following:

THIRD HAND BIDDING AFTER PARTNER'S BID OF A
MAJOR SUIT WITH NO INTERVENING BID

- | | |
|--------------------------|---------------------|
| 1. Spades..... J 7 5 | 2. Spades..... 6 |
| Hearts..... A K Q 10 9 6 | Hearts..... A Q 9 6 |
| Diamonds... K Q 9 | Diamonds... K 9 5 2 |
| Clubs..... 8 | Clubs..... Q J 6 5 |
- On first round after Partner has bid "One Spade" bid "Two Hearts." If partner goes back to Spades help in Spades if necessary.
- After Partner's bid of "One Spade" bid "One No Trump." If Partner bids "Two Spades" pass.

When the original bidder has declared a No Trump, and his partner can show a fairly strong

major suit, the latter should bid it. The better the hand, the more anxious he should be to declare a good major suit, as that is the best suit in which to play most of the hands. No matter how many high cards the combined hands may hold in three suits, if one suit is unguarded, it will be impossible to stop the opponents from making every card they hold in that particular suit. That danger, which is the great one in a No Trump game, is not encountered in a trump declaration, where the adversaries' long suit will probably be trumped on the second or third lead.

PARTNER'S BID AFTER FREE BID OF ONE NO TRUMP
WITH NO INTERVENING BID.

- | | |
|--------------------------|----------------------------|
| 1. Spades..... Q J 7 | 2. Spades..... A K J 9 6 5 |
| Hearts..... K Q 10 9 6 | Hearts..... 7 |
| Diamonds... A Q 9 | Diamonds... Q 8 7 3 |
| Clubs..... 4 3 | Clubs..... 4 3 |
| <i>Bid "Two Hearts."</i> | <i>Bid "Two Spades."</i> |
| 3. Spades..... K 8 3 | |
| Hearts..... 7 5 | |
| Diamonds... 10 9 | |
| Clubs..... A K Q 9 4 3 | |
| <i>No Bid</i> | |

When the partner of the No Trump bidder has an extremely poor hand, but has one suit of six cards or two five-card suits, he should change the bid to indicate weakness. This is especially necessary when a minor suit is to be shown, for then the No Trump declarer will know that his partner would not change from a No Trump to a minor suit except from weakness. This is illus-

trated by the following hands held by partner of No Trump bidder:

1. Spades..... J 7 4
 Hearts..... 9 6
 Diamonds... 5 4
 Clubs..... Q J 9 6 5 4

Bid "Two Clubs."

2. Spades..... 10 5
 Hearts..... 4
 Diamonds... Q 10 9 8 6
 Clubs..... J 10 7 4 2

Bid "Two Diamonds" or "Two Clubs."

The same rules apply when an intervening bid has been made, as when there has been no intervening bid, with these exceptions:

(a) When a partner has bid a minor suit, the third hand tries to bid a No Trump, but should have protection in the suit bid by his opponent.

1. Spades..... 9 8 6
 Hearts..... K J 5
 Diamonds... A 10 7 6
 Clubs..... Q J 5

Partner bids "One Club."

2nd hand "One Heart."

Bid "One No Trump."

2. Spades..... 9 8 6
 Hearts..... K J 5
 Diamonds... A 10 7 6
 Clubs..... Q J 5

Partner bids "One Club."

2nd hand "One Spade."

Bid "Two Clubs."

(b) When a partner has bid a No Trump, and the next player then bids, it is unnecessary to bid except from choice. To bid "Two No Trumps," this hand should have two tricks in his adversaries' suit, and at least one probable outside trick, or one trick in the adversaries' suit and a strong outside card.

1. Spades..... A J 2
 Hearts..... 8 7 6
 Diamonds... A 9 6 4
 Clubs..... J 4 3

Partner bids "One No Trump."

2nd hand "Two Spades."

Bid "Two No Trumps."

2. Spades..... 9 8 6
 Hearts..... K 9 5
 Diamonds... K J 6 5
 Clubs..... A 10 8

Partner bids "One No Trump."

2nd hand "Two Hearts."

Bid "Two No Trumps."

(c) In changing the bid, the third hand would naturally take advantage of the fact that his partner had bid a No Trump, and he would bid on a weaker suit than he otherwise would, because he knows that he will receive assistance from his partner.

1. Spades..... Q J 10 8 6	2. Spades..... J 10 8 6 5 4
Hearts..... 9	Hearts..... 8
Diamonds... Q 10 7	Diamonds... 6 5 4
Clubs..... Q 6 5 3	Clubs..... A Q 10
Partner bids "One No Trump."	Partner bids "One No Trump."
2nd hand "Two Hearts."	2nd hand "Two Hearts."
Bid "Two Spades."	Bid "Two Spades."

(d) To help his partner in his original suit, the third hand should have at least three of the suit bid, or two with a high Honor, and two probable outside tricks.

1. Spades..... Q 8 6 5	2. Spades..... A 8
Hearts..... 9 2	Hearts..... 10 2
Diamonds... K 10 4	Diamonds... A J 8 7
Clubs..... A 10 6 5	Clubs..... K 10 9
Partner bids "One Spade."	Partner bids "One Spade."
2nd hand "Two Hearts."	2nd hand "Two Hearts."
Bid "Two Spades."	Bid "Two Spades."

3. Spades..... 8 6 3
Hearts..... 9 2
Diamonds... A Q 10 4
Clubs..... K 6 5 3
Partner bids "One Spade."
2nd hand "Two Hearts."
Bid "Two Spades."

If the third hand has a choice between helping his partner in his declaration, or making a bid of his own, it is usually wiser to help his partner the first time, if the bid has been a major one. If

he gets another chance, he can then bid his own suit. If the original bid has been in a minor suit, it is ordinarily better for the third hand to show his strong suit first, especially if it is a major suit, and then on the next round, to help his partner, if his partner has not helped him.

1. Spades..... 8
 Hearts..... K 9 5
 Diamonds... Q 10 4
 Clubs..... A K J 9 6 5

Partner bids "One Heart."

2nd hand "One Spade."

Bid "Two Hearts." If "Two Spades" are then bid by adversaries, bid "Three Clubs" and allow partner to choose.

2. Spades..... A Q 8 6 3
 Hearts..... 9
 Diamonds... Q 10 5
 Clubs..... Q 9 6 5

Partner bids "One Club."

2nd hand "One Heart."

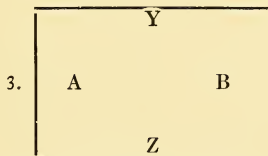
Bid "One Spade." If "Two Hearts" are bid, then bid "Three Clubs" and allow partner to choose.

It is usually wiser to show two suits if possible, so that the partner may take his choice. If the two suits to be shown are next to each other in value, the better method is to bid the higher suit first. If, however, they are not in sequence, the bidding will probably be kept down by declaring the lower one first. For example, if the two suits to be bid are Spades and Hearts, or Hearts and Diamonds, the first bid should be in Spades or Hearts, respectively. Then if an intervening bid is made, the lower suit should be declared on the second round, even if it be a minor one. The partner can now read at least ten of the bidder's cards and knows that he bids in order to give just that information. The partner must then indicate which he prefers, in case the next hand does not bid. If he prefers the suit bid last,

he says nothing. Otherwise, he will change the bid to the first suit shown. If the bidder has shown a major suit and a minor one, his partner knows that he probably prefers the major, and if he has no preference, he will still indicate the higher suit. The declarer must realize that when his partner changes the trump back to the suit originally bid, he may not be showing any real strength in either suit but may only be choosing the lesser of two evils. The following illustrates this:

1. Spades..... K Q 8 6 3
 Hearts..... 9 2
 Diamonds... A K Q 5 4
 Clubs..... 10
 First bid "One Diamond."
 After any other bid, bid Spades.

2. Spades..... K Q 8 6 3
 Hearts..... A Q 9 5 4
 Diamonds... 8 6
 Clubs..... 3
 First bid "One Spade."
 After any other bid, bid Hearts.



Note—This Diagram illustrates the positions of the players. A and B are partners; also Y and Z. Y's cards only are shown.

Spades..... Q 8 6
 Hearts..... 10 2
 Diamonds... Q 8 6 4
 Clubs..... J 10 9 6

Bidding as follows:—

Z "One Spade." A "No more."
 Y "No More." B "Two Diamonds."

Z "Two Hearts." A "No more."
 Y "Two Spades" not showing strength in Spades but preferring that to Hearts.

When the declarer desires to bid two suits which are not in order in value, as, for example,

Clubs and Spades, the proper bid is usually "One Club." For if there is an intervening bid of Diamonds or Hearts, it will call for but "One Spade" to overbid, and if, after showing both, the partner chooses Clubs, he need bid only "Two Clubs." If the bidding began in the major suit of "One Spade," and there was an intervening bid of Hearts or Diamonds, it would take a bid of "*Three Clubs*" to show that suit, and if the partner preferred Spades he must bid Three in that suit, and both these bids might be hazardous to make.

FOURTH HAND BIDDING.

Fourth hand has certain probabilities to consider before making a bid. If the original bidder has bid a minor suit, fourth hand does not usually bid, unless he sees a good chance of winning the game. His bid reopens the bidding and may give the original bidder the opportunity of changing to a major suit or a No Trump, in which declarations he stands a better chance of winning the game than if he had been left in the minor suit. If the original bidder has bid a major suit, fourth hand bids as if he were second hand, except possibly a little more conservatively, because he knows from his partner's bidding that the latter has not a very strong hand.

After a No Trump bid, fourth hand often will bid, when he would not have bid as second hand. Were he second hand, he would be the leader and could show his partner his long suit, but as fourth hand he has no way of informing his partner except by bidding. For example:

Spades.....	K	8	6
Hearts.....	10	9	7
Diamonds...	A	K	Q 8 7 6
Clubs.....	6		

If a No Trump is bid, second hand holding this hand, passes. If another bid is then made, he can bid "Three Diamonds."

If a No Trump is bid, fourth hand, holding this hand, bids "Two Diamonds."

GENERAL COMMENTS.

The score plays an important part in the bidding. If one side has won a game and the other side has not, the winning side should be conservative and take no unnecessary risks. On the other hand, the losing side should take chances and risk losing by bidding high if there is any danger of their adversaries winning the rubber. It is worth losing the contract by one or two tricks, if the rubber can thereby be saved. But the rubber must not be saved regardless of any cost, because there is no certainty that if it is saved on the one deal, that the opponents will not win on the next. Then the loss has simply been increased.

In estimating the chances of making a high bid, such as four or five, it is a good plan to count the losing tricks in the hand rather than the winning tricks. If the partner has not had an opportunity to help, he can usually be depended upon for two tricks. If he has had the opportunity, and has not indicated any assistance, he probably has not more than one trick, even if that. The following method for counting these losing tricks leads to a fairly correct estimate:

In a four card suit, count as a losing trick one small card to each Ace, King, Queen or Jack which is missing.

In a one, two, three or five card suit, count off one small card to each Ace, King or Queen which is missing.

In a longer suit, count off one small card for each Ace or King which is missing.

DOUBLING.

A double is a bid and renews bidding. That is, if a player doubles, three successive players must pass before the double stands. Then the hand is played as if there had been no double until the points are scored. If any bid, however, is made after the double, the double is then rendered void.

To double any bid but the original one is a declaration by the doubler that he believes the declarer cannot make his contract. In other words, he is willing to make a bet to that effect. His "double" doubles the value of the tricks gained or lost, but not the value of the honors. If the declarer loses his contract, his adversaries receive 100 points in the Honor column instead of the usual 50 for each trick short of the contract. If he makes his contract, the value of each trick is doubled in the trick column, and he receives, in addition, 50 points in the Honor column for having made his contract, and 50 points for each additional trick made over the number contracted for.

In doubling, two points are to be considered: Can the adversaries defeat the declaration, and is the double worth the risk of its declaration. To decide whether the declarer can make his contract

or not, it is well to know how many tricks are needed to defeat him. If the bid is "Four," the adversaries must take four tricks in order "to set" (defeat) declarer. If the declaration is "Five," of course only three tricks are needed. It is unwise to depend upon more than one trick in the doubler's suit, for the stronger the suit, the more chance there is that the declarers will trump that suit after the first round. Only Aces and Kings should really be counted upon as tricks, except in the trump suit. If his partner has made an original bid, the doubler can count on him for probably two tricks, and if his partner has helped the doubler in the latter's original bid, he has usually one trick in his hand. If the adversaries have bid two suits, it is necessary to have tricks in those suits, as the opponents must be short in the two other suits, and the high cards in them will be worthless.

A free double is a double of a bid, which undoubled would, if won, give the declarer the game. Such a double is one of Three No Trumps, Four Spades or Four Hearts, or Five Diamonds or Five Clubs on a love score. If the adversaries have 18 on the score, a double of Two in any suit is a free double, as the bidder, if he makes his contract, will win his game, even when undoubled. For such a double, only a fair chance of defeating the declaration is needed, as the double, if the declaration is made, will only give the declarer a few more points, which is not the important thing.

If however, the bid is one, which, if won undoubled, will not win the game, such as Two No Trump, Three Spades or Three Hearts or Four Diamonds or Four Clubs on a love score, the double will have given him the frame, besides the extra points. Therefore it is necessary for the adversary to be almost certain of defeating the declarer before doubling such a declaration.

Another point to be considered in doubling a bid is whether the declarer or his partner can change the bid to a suit which their opponents cannot double. Under such circumstances, it is better not to double, and to be satisfied to leave the adversaries to struggle with the declaration as made. If, however, the bid is so high that it is improbable the partner will be able to change the bid, it should be doubled, on the chance that if the partner of the doubled player does change the bid, the partner of the doubler will be able to double that other bid in his turn.

The reverse of this, of course, occurs when, if the bid is doubled it is wise for the partner of the declarer to let the double stand. He will do this unless he has nothing at all with which to help, and has a good suit of his own in which he is almost certain to lose less tricks than his partner. It should be emphasized that when a bid has been doubled, it is usually foolish for the partner of the declarer to change to a bid which is also in

danger of being doubled, for he may then find himself in a worse predicament.

Before deciding to double it is well to calculate first the number of tricks the declarer is likely to lose and then to decide if it would not be preferable for the doublers to win the game in their own suit. If the doublers can win the game in their suit, they should bid to do this. For it is hardly worth while to make a possible 100 or 200 points, unless they are far behind in the score.

If the bidding has been correct and the partner has given correct information, it is usually not advisable for the partner of the doubler to change the double. If he fears that his bidding has indicated tricks which he does not hold, and is quite sure he will not be doubled, it is sometimes better for him to go back to the suit he has been bidding, especially if the double is of a bid insufficient to win the game undoubled. In ordinary cases, it is better not to change the bid, and to trust to his partner.

As to a redouble, the best advice is, "Don't." It is so dangerous a bid, and may be made so seldom that it is almost not worth while even mentioning it. Each player should remember that he must never redouble on what he thinks his partner's hand may contain. A single false deduction may cost hundreds of points. A bid should be redoubled only when, from his own

hand, the redoubler is convinced that the contract will be made and there is no likelihood that the doubler or his partner will go back to their own suit.

A double of an original bid is almost the exact opposite to that of any other double. It is a signal to the partner of the doubler that he *must* be taken out of the double. By doubling a free bid he shows assistance in any bid his partner may make, and it is also a declaration that he cannot prevent the declarer from making his contract. A double of an original bid of No Trump is a declaration that the doubler can assist any suit his partner may declare. So that the doubler should not be short in any suit. If the original bid has been a trump declaration, a double indicates strength in every suit but the one originally bid. In either case, if the partner of the declarer makes no bid, the partner of the doubler *must bid* his longest suit, irrespective of what it contains. If there are two suits equally long, naturally the stronger suit should be bid, particularly if it is a major suit, but no matter how poor the hand is, the doubler must not be left in the double, *and some bid must be made.*

(The following convention is adhered to by some players: When the partner has doubled an original bid, and no intervening bid has been made, the doubler's partner, to indicate a poor hand, will bid "Two Clubs," even if he does not

hold any card of that suit. After such a bid, it is up to the doubler to choose his own best suit, and bid that, because he knows then that he cannot rely on his partner for any tricks. This is a bid of which I do not approve, because it reveals to the adversaries the absolute weakness of the one hand, and gives them an easy opportunity to double any bid which may then be made.)

If the adversary bids after the doubler, then, of course, no bid need be made, but the partner of the doubler should take advantage of the information given him by his partner, and bid from length, even without much strength. If the double has been of a trump declaration, and there has been no intervening bid, and the partner has strength in the suit originally bid, without any other length, it is possible for him to bid a No Trump. This is a dangerous bid, however, and should only be resorted to when there is no other bid open to him.

EXAMPLES OF DOUBLES OF AN ORIGINAL BID.

- | | |
|---|---|
| <p>1. Spades..... 7
 Hearts..... K J 10 4
 Diamonds... A Q 5 3
 Clubs..... A 10 9 8</p> | <p>2. Spades..... K Q 10 5
 Hearts..... None
 Diamonds... Q 9 8
 Clubs..... A J 10 4 2</p> |
| <p>Double after an original bid of
 "One" or "Two Spades."</p> | <p>Double after an original bid of
 "One Heart" but if partner bids
 "No Trump," go to "Two
 Clubs."</p> |
| <p>3. Spades..... A J 3
 Hearts..... K Q 8 5
 Diamonds... K J 10
 Clubs..... A 10 9</p> | <p>Double after an original bid of
 "One No Trump." This bid
 should be used very sparingly
 and principally as a defensive
 measure.</p> |

EXAMPLES OF BIDDING AFTER PARTNER HAS
DOUBLED ORIGINAL BID.

1. Spades..... 9 5 3
Hearts..... K J 7 3
Diamonds... 4 2
Clubs..... A 10 5 4

If partner has doubled the original bid of "Spades," this hand should be bid "Two Hearts," the major suit, rather than "Two Clubs."

2. Spades..... 8 7 2
Hearts..... J 10 9 7 5
Diamonds... Q 9 2
Clubs..... J 5

If partner has doubled the original bid of Hearts and there has been no intervening bid, this hand must be bid "One No Trump."

3. Spades..... A Q 9 8 4
Hearts..... 7 2
Diamonds... J 10 4 2
Clubs..... 5 3

If partner has doubled the original bid of "One Heart" this hand should bid "One Spade." Even if adversaries bid "Two Hearts" this hand is strong enough to bid "Two Spades."

4. Spades..... 8 5 3
Hearts..... Q J 10 9 3
Diamonds... A 9 7 5
Clubs..... 2

If partner has doubled the original bid of No Trump, this hand should be bid "Two Hearts."

5. Spades..... Q 6 5 4
Hearts..... 9 8 7
Diamonds... 10 4 3
Clubs..... 8 6 5

If partner has doubled the original bid of No Trump, this hand must be bid "Two Spades."

The doubler, when he has forced his partner to a bid by his double, should be very careful about raising the bid, because his partner may not have a high card in his hand. He must realize the difference between a bid made voluntarily, even though secondarily, and a bid that has been forced to take him out of his double. When the bid doubled is that of a No Trump, the doubler should never help his partner, because he should know that his partner may have been compelled to bid more than the strength of his hand war-

rants, because of the double. If the bid doubled is a trump declaration, it is sometimes permissible to help the partner, but only when the doubler has a particularly strong hand.

In doubling, the score should be carefully taken into consideration. A double may be correct at one score, when it would not be correct at another. The double is a better defensive measure than it is an offensive one, especially the double of One No Trump. When the declarer has already some points to his credit, and there is danger that he will win the game, a double is a good bid. Also, if the doubler has some points to his credit on the score, and one or two tricks will give him the game, he should double if possible, in the hope of winning the necessary tricks on his partner's bid. But at a love score, if the adversary is not afraid that the declarers will make a frame, he should not be too free with doubling, unless he has a really strong hand. The doublers seldom win a frame, unless the doubler's partner holds a hand which would warrant him in bidding without being forced by the double.

The following is the defense against the double. When a bid of "One No Trump" has been doubled, the partner of the bidder invariably passes, unless he has good support for his partner's No Trump bid. In that case he will re-double, thus intimating to his partner that he need not be afraid to double the opponent's bid,

if he possibly can. There is only one case in which he may, perhaps, make a bid after his partner's No Trump bid has been doubled, and before the bid has been changed, and that is when he holds a very weak hand with a six-card suit. He may bid then if he wishes. But it is ordinarily just as well not to bid until after the doubler's partner has bid. Then, of course, he should bid as he would usually.

EXAMPLES OF BIDDING AFTER PARTNER'S BID OF
"NO TRUMP" HAS BEEN DOUBLED.

1. Spades..... A J 4
Hearts..... K 10 2
Hearts..... Q 9 7
Clubs..... J 8 5 3
After partner's bid of No Trump
has been doubled, redouble.

2. Spades..... A Q J 8 7
Hearts..... K 5 2
Diamonds... 10 9 7 2
Clubs..... 6
After partner's bid of No Trump
has been doubled, pass. If
fourth hand bids "Two Spades,"
double. If anything else is bid,
then bid "Two Spades."

3. Spades..... Q 10 9 7 5 4
Hearts..... 2
Diamonds... J 10 9 8
Clubs..... 7 3
After partner's No Trump bid
has been doubled, this is a good
"Two Spades" bid, as it may
prevent bidding by the fourth
hand and still show partner
a suit.

If the double has been that of a trump declaration, it is wise to raise the bid immediately before the partner of the doubler has the opportunity to show his long suit. It is well to bear in mind that as the double of an original bid shows a desire to

have the hand played in some suit other than that originally bid, either of the adversaries should not be afraid to bid the doubled suit. But, of course, one must never forget that there is a fairly strong hand held by an adversary, and it is not always good play to make too high a bid which would probably be doubled legitimately.

EXAMPLES OF BIDDING AFTER PARTNER'S BID OF
A TRUMP SUIT HAS BEEN DOUBLED.

1. Spades..... Q J 9 2
Hearts..... 10 7 3
Diamonds... A Q 9
Clubs..... Q 10 2

After partner's bid of "One Spade" has been doubled, the best bid is "Two Spades."

2. Spades..... 10
Hearts..... K 9 7 6 4
Diamonds... Q J 8
Clubs..... Q 7 6 3

After partner's bid of "One Heart" has been doubled, the best bid is "Two Hearts."

LEADS.

The object of the leader should be to make as many tricks as possible with his hand, as well as to give as much information as he can to his partner.

1. (a) In a No Trump declaration, when the leader's partner has not shown strength in a suit by making a bid, the leader should lead from *his* longest suit. In a No Trump declaration, his high cards are almost always certain to make tricks, but this is also true of the high cards of his opponents. If, however, the leader can force out high cards held by the adversaries, in the leader's longest suit then eventually his low cards will become the highest cards of that suit, and since they cannot be trumped, these low cards may make tricks. In the longest suit, the correct cards to be led are as follow:

From Ace, King, Queen * xxxx	the Ace.
From Ace, King * xxxxx	the Ace.
From Ace, King, Queen and others	the Ace or King.

From a suit headed by a sequence (succession) of 3 or more,
the top of the sequence.

From 3 Honors not in sequence, the middle Honor, unless holding King, Queen, Ten, when the King should be led.

In all other cases the 4th best.

* The x marks each indicate cards below the ten.

(b) When the leader holds the Ace, King, Queen, or Ace, King, Jack in a suit that is not his longest, it is proper to lead the King of that suit first to inform his partner of such strength, and then to start his longest suit as mentioned before. But he will not open his longest suit if he sees that dummy has as many or more cards in that suit as he has himself, including those cards which will make tricks if the suit is led.

(c) If the partner has bid a suit, the best lead is usually the highest of the suit the partner has bid, unless the leader holds four cards in the suit, when the fourth best is the proper lead. If the leader has a long, strong suit of his own, and a card of entry, that is, a card with which to take a trick in another suit, he should lead his own long, strong suit instead of his partner's suit. This may be rather a dangerous play, however, and in the majority of cases it is advisable only when the suit is particularly strong, such as King, Queen, Jack, and others, or Ace, King, and others, and so forth.

2. (a) Against a trump declaration where the partner has not declared a suit, the correct lead is from the strongest suit. In such a declaration, it is improbable that the adversaries' long suit can ever be good for tricks, because the declarer will undoubtedly be able to trump it. The object, therefore, should be to make as many high cards

as possible in each suit. The leads are as follow:

From Ace and King only	the Ace.
From, Ace, King, Queen and others	the King.
From Ace, King and others	the King.
From sequence of 2 or more	the top of sequence.
From Ace and 4 or more others	the Ace.
From any other Honor and others	the 4th best or a small card.

The lead of a singleton is permissible with no strong suit, and three or four small trumps.

(b) The exception to the rule of leading from the strongest suit is when the strongest suit contains the Ace and Queen or the King and Jack, or when that suit is the trump. In that case, the lead should be from the next strongest suit. The reason for not leading from an Ace and Queen suit is that until the King has been located, the lead of that suit may lose a trick. For if the King is to the right of the Ace and Queen, and the lead comes through the King to the Ace and Queen, the latter must make both tricks, but if the leader himself leads from the Ace and Queen, he can only make one of them, because the King will take either the first or second trick. The same argument applies against the lead from the King and Jack, in order that the Queen may not make a trick when held to the right of the King and Jack.

(c) Against a trump declaration, if the partner has bid, the leader should play the highest of his partner's suit, unless he holds a suit headed by

the Ace and King, when the King should be led before leading the partner's suit. It is important to show so strong a suit as one headed by an Ace and King, for he may never have the opportunity again of showing his own strength.

GENERAL PLAY WITH DUMMY.

The play of the combined hands is thought out after the first card has been played and the dummy's hand has been laid on the table. It can then be seen what the adversaries hold against the declaration, even though it is impossible to know in which of the hands the important cards are being held. (The proper method also may be generally planned at the same time.) It is advisable to keep to the method of play originally planned, unless it is evident that the cards are totally differently placed than was calculated or so badly distributed as to compel a change in the play of the hand. But it cannot be emphasized too strongly that there can be no play worse than that of simply taking the tricks that can be plainly seen to be tricks, and to drift along with no definite plan. The chief objective, both in trump and No Trump games, is to make the low cards good for tricks; the high cards usually take care of themselves. The declarer, therefore, should not be in too great a hurry to play his high cards. Since the high cards of his adversaries must ordinarily take tricks, he should be willing to give them these tricks early in the game, when, by so doing, his own low cards in those suits will become high and take tricks later. This method of

play is called establishing a suit, and it is an important method in the playing of a hand.

In a trump declaration, in order that a suit may be established so that it will not be trumped by the opponents, the proper play is first to deprive the adversaries of their trumps, or, at least to play them until the only trump left in the adversaries' hand is the highest one, which would take a trick in any case. After that, the play should be to establish the longest suit in the combined hands, giving to the opponents the tricks which they must take, in order that the low cards in that suit may become the high cards. As the adversaries will then have no more trumps, these low cards will take tricks.

As, ordinarily, the declarer and dummy have the majority of the trumps at the opening of the game, the declarer should still have some trumps left, after exhausting his adversaries', and he can thus prevent his adversaries from establishing *their* low cards.

It sometimes happens, however, that the adversaries have as many trumps as the declarer, and also that there is no long suit to establish. In such cases, if there is a short suit in dummy's hand, and some trumps, it may be better not to play trumps at all, but first to exhaust the dummy of that short suit, and then use the trumps in dummy's hand with which to trump that suit. Or,

if the short suit in the declarer's hand is different from the short suit in the dummy, the best method may be to exhaust these short suits in each hand and try to take tricks with the trumps separately. This is commonly known as "cross ruffing." The reason for not playing trumps, however, is that the trumps in dummy's hand and not the trumps in the declarer's should be used for ruffing. The trumps held by the declarer will, probably take tricks in any case.

This, it should be realized, is a much more dangerous method than the former. In the first place, the adversaries, seeing the purpose of the declarer, may, when on the lead, lead trumps themselves to prevent dummy from ruffing, and in the second place, the hand playing after the trumping hand may also be short in the same suit and will trump higher, thus changing the entire play. Therefore, if there is a choice between the two plans, the better by far is the first, namely, exhaust the opponents' trumps and then establish the longest suit. The cross ruff is to be used only in cases of necessity.

In a No Trump declaration the two most important objects are (1) to "block" your opponents' longest suit, and (2) to establish your own suit. To "block" a suit means to prevent the adversaries from making tricks in a suit which has been established. The simplest way to do this is not to take the first trick that can be taken,

if it is the only trick that can be made in that suit. For example, if declarer holds the Ace and two small cards in the suit led, and dummy has only low cards in the suit, the better play usually is not to make the Ace until the third lead, or until the leader's partner shows he has no more cards in that suit.

If, by this method, the declarer can prevent the holder of the winning cards from taking the lead, the remaining cards in that established suit, held by one adversary cannot be made, and no matter how often the other adversary takes a trick he will have none of the suit left to return to his partner. The suit is, therefore, "blocked." It is often desirable, even when holding both Ace and King in the suit led, not to take the first trick, but to wait until the suit is played the second time.

As in a trump declaration, so in a No Trump declaration, it is advisable to give to the adversaries the tricks they must make and not to take merely the obvious tricks. Keep playing the longest suit in the combined hands as long as there is a reasonable chance to make tricks with the low cards in that suit. Avoid doing this only when you see that you will give the opponents a trick and, their suit being already established, they will make too many tricks in their suit.

CHOICE OF SUIT TO BE ESTABLISHED.

It very often occurs that a choice must be made as to which of two suits of equal length should be established. In making such a choice the following suggestions will prove helpful:

The suit with the higher cards in the combined hands should be tried first.

If two suits of equal length are also of equal strength, choose the one that is more unevenly divided between the two hands. That is to say, if one suit is held three in one hand and five in the other, and the other suit is held four in each hand, establish the suit which is held three in one hand and five in the other.

If the highest cards in the combined hands are in unbroken sequence in one suit, and in the other suit there are cards missing, the suit to be selected is the unbroken suit, even if the highest cards in that suit are not quite as high as those in the broken suit. For example:

Dummy holds. . . .	Diamonds	Q 10 2		Clubs	A J 9 6 2
Declarer holds. . . .	Diamonds	K J 8 5 3		Clubs	Q 7 3

The suit to be established is the Diamond one.

Dummy holds. . . .	Diamonds	10 3 2		Clubs	A 10 6 5 4
Declarer holds. . . .	Diamonds	Q J 9 7 4		Clubs	8 7 3

The suit to be established is the Diamond one.

It is also important to see that there are cards of entry in the same hand as the one which holds the long suit to be established. It would be useless to establish a suit if, after it has been established, the declarer cannot get the lead into the hand holding the remaining high cards of that suit. For example:

Dummy holds.....	Spades.....	8 5 3		Hearts	10 2
	Diamonds	Q J 10 8 2		Clubs	8 4 3
Declarer holds.....	Spades	A J 10		Hearts	A J 3
	Diamonds	K 9		Clubs	K Q 9 6 5

In a No Trump, when the declarer takes his first trick, he should try to establish the Clubs, not the Diamonds. If he tries the Diamond suit, and the Ace is played on the first round, the suit is established, but if the adversary with the Ace does not take the Ace until the declarer has no more Diamonds, the good Diamonds in dummy's hand can never take tricks, as the declarer cannot put dummy into the lead to lead them.

Different methods are employed in the management of different suits. In playing an unbroken suit (high cards in sequence in the combined hands), if the declarer expects to finish with the suit as quickly as possible, the proper method is to play the high cards in that suit from the shorter of the two hands, and the low cards from the longer. For example, if the dummy holds Ace x x x x and the declarer holds King, Queen x, the proper play is the King from declarer, then Queen, then the small card. If the lead is from dummy, dummy should lead a small card to the King, Queen, etc. In this way the suit can be cleared without blocking and the entire suit played with no delay. In the case of a

suit which is broken and where high cards are missing, it is usually necessary to take a finesse, one of the most important and interesting operations in the play of Auction.

FINESSING.

A finesse is an attempt to take a trick with a card which is not the highest card in the suit, or it is an attempt to force the highest card of a suit with a card not next to it in value. It is attempted by playing (not leading) a card not the highest in the combined hands and with such card trying to take the trick. It is also attempted by leading a card and trying to take a trick with a card lower than a higher card in that suit held by the adversary. It may also be used when the adversaries hold the highest card in the suit. In this case it is an attempt to force such high card, without sacrificing the highest card in the combined hands of declarer and dummy. When a player holds a tenace, and plays the lower instead of the higher card in it, he is taking a finesse. A tenace in a suit is a combination of two cards not in sequence, where the one card which completes the sequence is missing, such as the Ace and Queen when the King is missing, or the King and Jack when the Queen is missing.

The simplest finesse is when the declarer holds Ace and Queen of one suit in his hand. He *leads* to that combination *from dummy*, and after second hand has played a small card he plays the

Queen to the trick, instead of the Ace. If second hand has the King, the Queen will take the trick, and, of course, the Ace will also take a trick. If the fourth hand holds the King, it will naturally take the trick, but no harm will have been done, for if the Ace had taken the first trick the King would surely have taken the second when that suit was next played. It simply means that the King has made the first instead of the second trick in the suit. But if the King had been in the second hand, two tricks would have been made by the Ace and Queen instead of only one. Therefore, a finesse is usually a chance of making an extra trick and must be taken.

It is important to remember that the lead must come from the weaker hand up to the stronger, and that a finesse can be taken for any missing card, no matter how low. For example, with the Ace, King, Jack, a finesse can be taken for the Queen by leading up to the above combination and playing the Jack. Or, holding the King, Queen, 10, there is an opportunity to finesse for the Jack, etc.

If the Ace is in one hand and the Queen in the other, there is *no* finesse possible, unless the Jack also is in one of the two hands. *It is never possible to accomplish a finesse by leading one high card unless there is another card of that suit in sequence in one of the combined hands.*

Dummy holds..... Q 6 4
Declarer holds..... A 7 3

Dummy should lead a small card (not the Queen) to the Ace, and then declarer should lead a small card back to the Queen. *No finesse to be taken.*

Dummy holds..... Q 6 4
Declarer holds..... A J 9

A finesse can now be taken by dummy either leading the Queen, and if second hand plays small declarer also playing small, or by dummy leading a small card and declarer playing the Jack. *In almost every case the correct lead is the small card, not the Queen.*

It must be also remembered that strength means the highest card in the hands, so that the Ace is stronger than the Queen, Jack, 10 in one hand, and the lead, therefore, must be the Queen up to the Ace.

A double finesse is taken when two high cards instead of one are missing. If one hand holds the Ace, Queen and 10 of a suit, missing both the King and Jack, and when the suit has been led the 10 is played, either with the hope of taking the trick with the 10 or forcing the *King*, such play is called a double finesse. Or, if the King and Queen are the missing cards, with declarer or dummy holding Ace, Jack, 10, a double finesse is taken by leading up to Ace, Jack, 10 and playing the 10. If the opponents hold the King and Queen it is obvious that one must make, so it will do no harm if the trick be given away at once. If the hand *after* the strong hand has either King or Queen, he will presumably take the trick, then with the one card gone, there is a simple finesse.

to be taken to the Ace and Jack for the other high card. In this manner, unless the adversary playing after the holder of the Ace, Jack, 10 holds both King and Queen, only one of the adversaries' high cards will make, and the declarer will make two tricks, whereas if no finesse is tried the Ace alone would score, and the adversaries will make two tricks with the King and Queen separately.

GUIDES TO PLAYING FOR DECLARER

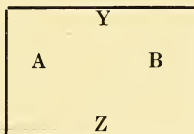
The declarer should remember that the primary object of his game is not so much the making of his contract as the winning of the game. Therefore, all his efforts should be concentrated on determining the possibility of accomplishing that purpose. If he decides that he has a chance, even if remote, he should take that chance. He should take it even if he may not make his contract and may lose a trick or two. On the other hand, if he is sure of winning his game, he must take no chance of losing it, no matter how tempting the chance of making extra tricks may be. In other words, take all kinds of chances when necessary, but none where not necessary.

The giving the lead into the hand of that adversary who will do the declarer least harm, is another point which the declarer must consider carefully. This will often mean to give away a trick with a low card, or to allow one of the adversaries to take a trick, which the declarer or his dummy could have taken, in order to prevent the other adversary from taking the succeeding trick. For example: the declarer holds the King and one in a suit and knows that the opponent (A) back of him holds the Ace. He will not want B (player to his right) to take a trick and lead through his King. Therefore, if he leads another suit from dummy, in which he cannot make every

trick, he very often can just cover the card which B plays, without playing the highest card of that suit, even if he has it. By doing this, he prevents B from coming to the lead in that suit and playing through his King. In other words, he does not relinquish command (or the high cards) of the suit until he knows that B cannot take a trick in it. This is illustrated by the following. (In all illustrations Z is the declarer and Y the dummy) :

Spades.....	K	Q	5	4
Hearts.....	Q	8	5	3
Diamonds...	8	6	5	
Clubs.....	4	3		

Spades.....	J	10	8	7	3
Hearts.....	K	J	9		
Diamonds...	A	10	3		
Clubs.....	Q	J			



Spades.....	9				
Hearts.....	10	7	6	4	
Diamonds...	Q	J	9	7	2
Clubs.....	K	8	5		

Spades.....	A	6	2			
Hearts.....	A	2				
Diamonds...	K	4				
Clubs.....	A	10	9	7	6	2

Contract is One No Trump, A leading Spade 7.

1st trick Spades 7—Q—9—2.

2nd trick Clubs 4—5—6—J. Z's object is to prevent B from taking a trick so Diamonds cannot be led through his King. (If B leads Diamonds, Z's King is caught and the adversaries make 5 tricks in Diamonds. If A leads Diamonds, Z's King must score). He therefore plays a small card, and puts A in the lead.

3rd trick Spade J—Spade K—Heart 4—Spade 6.

4th trick Clubs 3—8—10—Q. Same object as in trick 2.

Now as soon as Z takes the next trick, all his Clubs will make tricks, for the King must fall upon the Ace, and B never is able to lead Diamonds.

In the play of a suit, it is usually good play, where a trick must be lost, to lose this trick im-

Another reason for this method of play is seen when the missing cards are evenly divided and the declarer holds the short suit of two, while the dummy has five or six, when the declarer takes the next trick he will still have another card of that suit to lead, and it will not be necessary to use one of dummy's entry cards in order to have the suit led again; nor will it matter if dummy has no entry card whatever. But if dummy has no entry card; and declarer has played the Ace and King and another in order to establish the suit, the suit is blocked, for the declarer has no more of that suit to lead. For example:

Spades.....	4
Hearts.....	4 3 2
Diamonds...	J 6
Clubs.....	A K 8 7 5 3

Spades.....	Q 7 6	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center; vertical-align: middle;">Y A B Z</div>	Spades.....	A 10 9 8
Hearts.....	K J 10 9 7		Hearts.....	8 6 5
Diamonds...	5 4 2		Diamonds...	K Q 8
Clubs.....	Q 10		Clubs.....	J 9 6

Spades.....	K J 5 3
Hearts.....	A Q
Diamonds...	A 10 9 7 3
Clubs.....	4 2

No Trump, A leads Heart J.

1st trick, Hearts J-2-6-Q.

2nd trick, Clubs 2-10-3-6. Z, knowing that he must lose at least one Club trick, gives it up while he still has a Club left. Now when A leads another Heart and Z takes the trick with Heart Ace, he can lead his Club 4, take it in Y's hand with the Ace, lead the King, and when all the Clubs that are in adversaries' hands have fallen, all the remaining Clubs are good for tricks, and Y takes in 5 Club tricks. If Z had, however, taken the 2nd trick with Club Ace, led the King and then another Club to establish the Club suit, when Z came to the trick with his Heart Ace he would have had no Club to return, and Y could have made no more Club tricks.

It is important to take note of any signals which the opponents give. Some players are so intent upon playing their own hands that they neglect these certain indications of where particular cards are placed. The signals made are, of course, for the purpose of giving information to the partner, but, at the same time, they also give the same information to the declarer if he is observant enough to note them. It is true that now and again wrong information is purposely given in order to mislead the declarer, but this occurs so seldom that it need not be noticed.

It is to be impressed upon the declarer that, except when cross ruffing, it is very bad play to lead a card from dummy for the declarer himself to trump, unless it is for the purpose of getting the lead into his hand, or in order to establish the suit in dummy's hand. With no such purpose in his mind, it is a sign that the player has arrived at no definite plan of play, and he is simply taking tricks as he sees them, regardless that he is weakening his hand thereby for the rest of the game. Such play is purposeless, since it merely takes tricks at an earlier stage of the game which are certain to be taken later, and it weakens the trump hand. This is a very dangerous procedure, for when too weakened, the declarer will be entirely exhausted of his trumps, and the cards of the adversaries will then be free to make tricks, as in a No Trump. Length in trumps is a vital help to any hand, both as an offense and a defense,

and it is very dangerous to let go the last trump unless absolutely necessary.

On the other hand, if the dummy can make his trumps separately, without the risk of the adversaries making theirs, it is good play to use them to ruff with before playing trumps. But if there is any danger of the adversaries ruffing any suit, before the declarer can exhaust the trumps, it is better not to take that chance, unless it is the only way of winning the game. This is illustrated by the following:

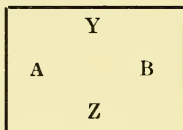
	Spades..... K J 9 Hearts..... Q 5 3 Diamonds... J 5 2 Clubs..... A 7 5 4		
Spades..... A Q 7 Hearts..... 10 9 6 4 Diamonds... 9 4 3 Clubs..... K Q 8	<div style="border: 1px solid black; padding: 10px; display: inline-block;"> <div style="text-align: center; margin-bottom: 10px;">Y</div> <div style="display: flex; justify-content: space-between; align-items: center;"> A B </div> <div style="text-align: center; margin-top: 10px;">Z</div> </div>	Spades..... 10 8 6 3 2 Hearts..... 2 Diamonds... A 7 Clubs..... J 10 9 4 2	
	Spades..... 5 4 Hearts..... A K J 5 4 Diamonds... K Q 10 8 6 Clubs..... 3		

Hearts are Trumps. 1st trick Clubs K-A-2-3.

It is particularly bad play for Y now to lead another Club merely in order to have Z trump it and make a lead trick. If this is done, Z is weakened in trumps, and with A having now as many trumps as Z, he will be required to play four round of trumps before exhausting his adversaries' and when the latter comes to the trick with the Diamond Ace, they can make all their Clubs tricks, as Z has no more trumps with which to trump them. If, however, Z immediately leads four rounds of trump, exhausting all his adversaries' trumps, and then leads the Diamonds, he will still have a trump in reserve. If A then leads Clubs, Z can ruff, and make all his Diamond tricks.

Spades.....	K	J	9	4	.
Hearts.....	7	5	3		
Diamonds...	K	7	6	5	2
Clubs.....	3				

Spades.....	A	Q	7
Hearts.....	10	9	6 4
Diamonds...	Q	4	3
Clubs.....	K	Q	8



Spades....	10	6	3	2
Hearts....	2			
Diamonds..	J	9		
Clubs.....	J	10	9	5 4 2

Spades.....	8	5
Hearts.....	A	K Q J 8
Diamonds...	A	10 8
Clubs.....	A	7 6

Hearts are trumps. 1st trick Clubs K-3-2-A.

Now Z's correct play is to lead another Club, and trump it in dummy's hand, then a small Diamond back to Z's Ace, and the last small Club, using another trump of Y's. Then lead a trump from dummy, exhaust the adversaries' trumps and try to establish the Diamond suit. If trumps are played first, Y's trumps also will be exhausted, and when the adversaries take a Diamond trick, as they must, they can make two Club tricks.

Certain combinations frequently arise which it is well to remember, and to know how to play. When a low card is led, and the second hand, whether declarer or dummy, has but two to the King, while his partner has no high card in the suit led, the correct play is the King, because this is the only opportunity to take a trick with it. Take the case where dummy has King and 6 of a suit, and the declarer has 7, 5, 3, 2 of the suit. If a small card is led, and dummy plays the 6, the third hand need play only the Jack or Queen to take the trick, and then, on the next round, the King will fall to the Ace, leaving the declarer with no tricks in that suit. If, however, dummy,

as second player, plays the King, then, unless third hand has the Ace, the King will take the trick. If third hand has the Ace, and takes the trick, then no trick could have been made in the suit, and no loss has been sustained.

In a trump declaration, with only one or two small cards in the fourth hand, if the second hand holds the King, the King should often be played at once to the lead of a small card. But this does not apply to a No Trump declaration.

When the second hand holds two cards to the Queen, and the fourth hand holds the Ace and others, the correct play for the second hand is usually the Queen. In a trump declaration (*not* a No Trump), when the second hand holds the Queen and low cards, and the fourth hand holds the Ace and a small card, the Queen may be played by the second hand.

When the second hand holds a sequence, and the fourth hand does not hold the card which completes the sequence, one of the sequence should be played, provided, of course, that it is higher than the card led, unless the fourth hand holds a singleton higher than the sequence. If, for example, a small card is led, and dummy holds the Queen, Jack, and small cards, if the declarer holds neither the ten, nor King, nor the Ace alone, the correct play is the Queen or Jack.

When the second hand holds the Ace and others, and the fourth hand holds the Queen and others, the proper play for the second hand is a small card, for then the declarer must make two tricks in the suit, even though the King takes the first trick. The only occasion when it is justifiable to play the Ace, is when the declarer cannot afford to permit his adversary to be on the lead, either because the card led may have been a singleton, or, to avoid the lead of another suit through his hand.

DISCARDING FOR DECLARER

In a trump declaration, when the declarer has an opportunity to discard, such discard should increase the trick-taking probabilities of the combined hands. Otherwise it should not be used. If it is possible to discard all the cards of a suit held from the hand which still holds trumps, this should be done. With both hands holding trumps, it is also desirable to shorten a suit as much as possible, but not the suit in which the other hand is short. For when no suit can be established, a cross ruff may be tried when the suits have been shortened sufficiently. If there are no trumps in the discarding hand, it is important for it to hold protection in the suits, when possible, that is to say, to keep enough cards in the suit to prevent the adversaries from clearing it, such as K x, Q x x, J x x x, etc. If the declarer has the choice of trumping from either hand it is usually better to trump from the hand holding the smaller number of trumps, and to discard from the hand holding the larger number of trumps; unless, of course, when it is advisable to discard a particular card from the hand with the fewer trumps, or if the declarer finds it best to lead from the other hand.

When discarding in a No Trump, the declarer should by all means keep the different suits guarded, and not keep length in the same suit in both hands. Keep the established suit intact as long as possible, but usually it is unnecessary to keep more than one or two in the shorter suit. When the declarer can do so, he should shorten different suits in each hand, being careful to hold protection in the suits as long as possible.

PARTNERS' PLAY AGAINST DECLARER

It is important to remember that the partners playing against the declarer and dummy are on the defensive, and their chief object, under ordinary circumstances, is to prevent their adversaries from winning the game. They should take no chance of giving the declarer the game, no matter how tempting it may be, if they can positively save the game. It is absolutely necessary, therefore, to note the score and bear in mind the exact number of tricks to be made by them in order to keep the declarer from winning the game, and to plan the play accordingly.

NO TRUMPS.

Against a No Trump declaration, the first object is to establish your long suit. It is usually advisable to keep on playing the same suit each time either the original leader or his partner is in the lead, unless it is seen that the suit cannot possibly be established, or there is a probability of establishing some other suit. If, for example, the adversaries see that the declarer has so many tricks in their suit that they can never lead it often enough to exhaust those trick-making cards, and one of the partners has shown fair strength in an-

other suit, it would be wise to start this other suit. Or, if the declarer or dummy has more of the suit originally led than the leader, it is usually good play to discontinue leading that suit.

The lead of the fourth-best in a No Trump is made in order to enable the partner to apply the "Rule of Eleven." The application of this rule is as follows: Deduct "the pip" of the card led from the number eleven and the remainder gives the number of cards higher than the one led, in the three *other* hands. By such a lead, the third hand, seeing dummy's and his own cards, is able to calculate how many cards higher than the one led are in the declarer's hand, so that he knows what card to play as third hand. For example: The leader plays the seven of a suit. Dummy shows Queen, Eight, and Five, and third hand (the leader's partner) holds Ace, Ten and Four. The third hand, before playing, deducts the number seven from eleven, which leaves four; he knows then that there are in the three remaining hands four cards higher than the one led, and as he can account for them all in the dummy's and his own hands, he knows that the declarer, whose hand he does not see, has no card higher than the seven. Therefore, if dummy plays the Eight, he need only play the Ten in order to take the trick.

"Unblocking" is a matter of great importance. To "unblock" means to discard or play the high cards of your partner's suit, so that he may make

tricks with all the cards he holds in that suit. Bearing in mind the rule to play the high cards of a short suit, and taking it for granted that the leader has more than the third hand, unless third hand knows differently, it is the duty of the third hand to play the high cards in that suit and keep the lowest. In other words, the last card he should play in the suit is the lowest. Even though a card higher than any he holds in that suit has already been played, he should play one of his higher cards, keeping his lowest, unless by so doing he would permit of an extra trick being made by dummy's hand.

If, for example, the original leader leads the 6, Dummy shows Ace, 4, 3, and third hand holds Queen, Jack, 2. Dummy plays low, third hand plays Jack, which declarer wins with the King. When the original leader gets on the lead again, he will lead another small card of the suit he originally led. If Dummy plays the Ace, the correct play for the third hand is the Queen. By doing so, he unblocks, and allows his partner to make the remaining tricks in the suit. If he had played the 2, the Queen which he still holds would block his partner's long suit, and the latter might not be able to get the lead again to make the remaining tricks he has in it. This method of play is of value, not only for the purpose of unblocking, but also for the information it gives to his partner. In a No Trump, if the original lead is an Ace, it is the duty of third hand to put on his

highest card of that suit; if the King is led, this lead calls for his second highest.

It is just as important to know how to block the declarer as to unblock for your partner. When you see that declarer is trying to establish the long suit in dummy's hand, and there is no positive entry card there, while you have only one sure trick in that long suit, do not take that trick until you are forced, or until you know that declarer has no more cards in that suit. If, for example, dummy holds K, Q, J, x x x in one suit, with no entry card, and you hold A x x you should not take the trick with your Ace at once, but wait until the suit is led a third time, unless it is obvious that declarer has no more of that suit to lead on the second round. If, however, dummy holds Q x x x x x, you hold A x and declarer leads the K, the correct play is to take the K at once, and hope that your partner will make another trick in the suit. For if the declarer has three, you have not enough cards with which to block the suit, while if he has only two, your partner has another trick in it, if you cover the K with your A.

When dummy's long suit has been established, and there is a possible trick in his hand in some other suit, try to prevent it from making that trick. For example: Dummy has three established Clubs, and the Q, 7, 5 in Hearts, while you, back of dummy, hold the A, 8, 6 of Hearts. If declarer leads the K of Hearts, you should not

take it, because by taking it the Q is established as an entry card for making the Clubs. Wait until the Q is played, and then the danger of making the three clubs has been avoided.

PARTNERS' PLAY AGAINST DECLARER IN A TRUMP
DECLARATION.

Against a trump declaration the adversaries should try to make tricks with their high cards unless by taking a chance they can block the suit which the declarer is trying to establish. When a King is played, the proper and best play is to take it with the Ace, unless it is clearly seen that such play will establish the entire suit for the declarer. In that case do not take the trick with the Ace, as you may possibly block the suit by holding it back.

If dummy leads a low card, second hand holding both low and high cards should usually play a low card except when holding A and K, K and Q, or Q and J, when the lowest of the sequence should be played.

If dummy leads an Honor, second hand, if possible, usually plays a higher card (except an Ace). The exception to this rule is when the Honor led is one of a sequence and second hand has as many cards in the suit as dummy. Then, second hand should not cover until the last of the sequence has been led. For example: If dummy

holds Q x x and leads the Q, second hand, holding the K should play it, but if dummy leads the Q from Q and J, and second hand holds the K, with small cards, he should not cover the Q, but should wait until the J is led, which is the last of the sequence, and should then cover it with the K.

When the declarer leads a low card, second hand plays low if the dummy has any card higher than his highest. If the second hand holds a sequence, then the lowest of the sequence should be played instead. If second hand holds a card just higher than the highest card in dummy's hand, he should play it, unless it be the Ace when the K is in the dummy's hand. Then, unless he needs that trick to save the game or to defeat the contract, or to take the lead, he plays a low card. This is particularly important if second hand holds A, J, x or A, 10 x, because if he plays the A, only low cards will fall to the trick, but if he waits until he is third or fourth, he must either capture the declarer's high card, or win the trick with a lower card, still holding the A for another trick.

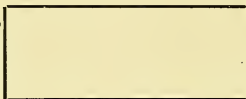
It is usually inadvisable to lead a suit which dummy can trump, when dummy holds but two or three small trumps. As a rule it is better to begin with a new suit, or if the leader is to the left of dummy, a small trump lead seldom hurts. The exceptions to leading a suit which dummy

can trump are: (a) when the partner also can trump that suit and can trump higher than dummy, (b) when dummy has only high trumps which will make any time, (c) when the leader wants dummy to take the trick, so as to be on the lead, (d) when the dummy has so many trumps that it will be impossible to stop him from using them. On the other hand, it is seldom dangerous to lead a suit, which the declarer trumps, because he usually has enough trumps which must take tricks, and the more often he is compelled to use them the weaker will his hand become. So long as the declarer has command of the trumps, he has a tremendous advantage over the adversaries, but if it is possible to exhaust them, the play develops into a No Trump game, and the adversaries may be able to establish a suit of their own. The worst play is to lead a suit which both opponents can trump, for then one can trump while the other can discard a worthless card, and thus gain a trick that would otherwise have been lost.

Lead a suit which your partner trumps, if the player back of him is not also trumping that suit, or if fourth hand being dummy and also trumping has only small trumps. It is usually particularly good play to play a suit which your partner trumps when he plays after an adversary, because such lead either forces the opponent to play a high trump, or permits the partner to take a trick with a small one. This is illustrated by the following:

K 5 4 of Trumps
No Diamonds.

Dummy



Leader

Dummy holds K 5 4 of trumps and no Diamonds. The leader knows that his partner also has no Diamonds. Therefore he should lead a Diamond. That will either force dummy to play the K, if he wants the trick, or if he plays a small trump, the leader's partner should win the trick with a small trump.

PARTNERS' PLAY AGAINST EITHER TRUMPS OR NO TRUMPS.

When the declarer leads an Honor, the second hand should, if he can, play a higher card, or "cover" it, unless by so doing he sees that the entire suit will be established for the declarer. For example: The declarer leads the Q, the second hand holding the K should usually play it. But if dummy holds the A, J, 10, 9, x, the second hand can see at once that playing the K will establish the rest of suit in dummy's hand. His "covering" then will do no good. Nor should he cover, if he sees that he can ultimately make a trick by not covering. For example: Second hand holds K x x x and dummy has only two (A x). Second hand knows that if he does not cover the Q, he must eventually make a trick in that suit. He will, therefore, not cover the Q with his K.

Do not start the long suit in dummy's hand, for by so doing you will establish that suit for the declarer, which is probably precisely what he wants. If the adversaries have high cards in that suit, and it is the suit the declarer is trying to

establish, they will make in any case, and once established, the declarer will discard his losing cards in other suits, and the opponents will lose the high cards they hold in those other suits.

If either of the adversaries is in the lead, and he has had no information from his partner as to what suit the partner would like led, and has no particular reason for leading any one suit, he must be guided almost entirely by dummy's hand. If dummy is to his right, the leader should lead up to the weakness in dummy. For then, if his partner has a high card in that suit, it cannot be captured, and unless the declarer plays a high card himself, third hand may be able to take the trick with a fairly low card. If the dummy is to his left, the leader should play through the strength in the dummy, so that his partner's high cards may not be captured by the declarer, which will happen if the other suits are led.

For example: Hearts are trumps and dummy holds

Diamonds... A Q 5

Clubs..... 7 5 2

If dummy is to the right of the leader, who has no choice as to the card he should lead, having only small cards in each suit, and his partner has shown no strength in either suit, he chooses the weaker suit, Clubs, and leads that. If his partner has a fairly high card in it, unless the declarer plays a higher card, which would be a certain trick in any case, the partner must make his high card or cards, whereas if the leader plays Diamonds, even if his partner has the King of that suit, it will be captured by the Ace and Queen back of it.

Under the same circumstances, if dummy is to the left of the leader, his proper play is a Diamond. Then if his partner has the K, it must take either the first or second trick in Diamonds, whereas if a Club is led, unless the partner has certain tricks in it, his high cards will be caught by the declarer's high cards back of them.

When one of the adversaries holds a sequence in the suit led (not when he leads the suit himself) the correct play is to play the lowest of the sequence. This is an important rule to remember, because it gives valuable information to the partner, viz.: The *lead* of the highest card denies holding a card higher than it; while the *play* of a high card denies having the card *below* it. For example: The leader leads a small card from K, 10 x x and dummy having had only low cards, his partner plays the Q, which the declarer wins with the A. The leader, not knowing where the J is, is afraid to lead from his K, 10, and will prefer to have the suit led to him. But if third hand had played the J, and this had forced the A, the leader would know that third hand holds the Q, as the declarer would surely have taken the trick with the Q, if he had held it.

When one of the adversaries is the third hand to play, the leader having led a small card, and dummy having played a low card, his best play, usually, is his highest card, unless it be a sequence. When second hand, he plays low, because as his partner has still to play, he leaves it to that partner to try to overplay whatever the declarer plays. But, when he is third hand to play, he must leave nothing to his partner, and therefore his best chance to take the trick is by playing his highest card (or in the event of a sequence, the lowest of the sequence).

Naturally, when third hand follows the dummy, and he holds a tenace over a high card in dummy, he plays the lowest of his tenace, or the lowest of the sequence formed by his own and the dummy's hand combined, which will take the trick up to that point.

Example: A small card is led; dummy holds Q, 7, 3 and third hand (leader's partner) holds K and J. If dummy plays a small card, third hand plays the J. Or if dummy has the Q, 10, x and third hand holds K, J, 9 and dummy plays a small card, third hand need only play the 9 which is the lowest of the sequence formed by his and dummy's hand together.

When third hand plays after the dummy, he should not finesse against his partner except in a few instances: when holding Ace and Queen, of the suit led, unless King is in dummy's hand, the only play is the A, never the Q. Of course, when third hand follows the declarer he plays the lowest card which will take the trick, or if dummy has a card higher than his highest, he plays the lowest card which will force dummy's highest card.

For example: A small card is led. Declarer plays small. Third hand seeing that dummy who has not yet played, holds no card higher than the J in the suit, and holding A and Q, naturally plays the Q. If the dummy holds A, 9 and x while third hand has K, 10, x, the latter plays the 10 which will force the A and the K then becomes high.

The exceptions against the rule of third hand not finessing against his partner are usually these:

(a) When dummy has either King or Queen and third hand has Ace and Jack, the best play usually is the Jack. The reason for this is that if

the *leader* has the missing high card, third hand's Jack will take the trick and he will still hold the Ace for another trick. If the *declarer* has the missing high card, and the third hand plays the Ace, such play permits both King and Queen to make separately, while if third hand keeps the Ace as against the high card in dummy, it may prevent that card from taking a separate trick.

(b) When the Jack has been led (showing the 10) and dummy having the King or Queen does not cover, the third hand should also play low for the same reason given above.

(c) When a low card has been led, and dummy has Jack x x and third hand has King, 10, x, the best play is the 10 after a low card from dummy, as it usually prevents the Jack from scoring separately. This is especially the play in a No Trump game.

SIGNALS

It must be remembered that the adversaries of the declarer are at a great disadvantage, because the latter is in a position to know with certainty what cards he and his dummy hold, and what his opponents hold, whereas the former cannot know with certainty which cards the declarer holds and which the partner holds. Therefore, as each card is played as much information as possible should be given to the partner by the play and each player should watch carefully his partner's cards as played, to see what information the latter is trying to signal. Of course, the cards as played give the same information to the declarer; but it is usually more important to give correct information to the partner, than incorrect information to the declarer. Deceiving the declarer will often deceive the partner.

The first kind of signal is playing a seven or a higher card either to a suit led, or in discarding. This is a sign of encouragement or strength. To play or discard a six or a lower card, is a sign of discouragement or weakness. So that, if on the first lead the third hand plays a small card it is a signal not to continue playing that suit, and to open another suit, unless the leader holds different cards than third hand can expect him to hold.

Even if the lead is a King from Ace and King x x, if third hand plays a low card, it is the leader's duty to stop playing that suit, unless he cannot lead from any other suit, or unless he holds possibly the Ace, King, *Queen*, which third hand cannot know, in which case he may continue with the suit. On the other hand, if third hand plays a high card, he is asking his partner to continue leading that suit.

The same signals apply to discarding. If a seven or a higher card is discarded, the discarder is showing strength in that suit, and is asking his partner to play the highest card he has in that suit as soon as he is in the lead, unless he has an established suit to lead first. A six or lower shows weakness in that suit, and is a warning to the partner not to continue leading it. He will heed that warning except for a reason which he alone knows is good. If a discarder has the opportunity of sloughing (discarding) twice, he may discard first a fairly low card and then a still lower one. This is known as an "echo," and is an indication of strength in the suit discarded. In this way it is almost always possible to show the partner just which suit should be led next. You show either strength in a suit, or weakness in other suits. By discarding low cards in two suits, the partner concludes strength in the other suit, and will lead that.

DISCARDING FOR PARTNERS.

No Trumps.

By noting a partner's discards, it can easily be determined what suit should be kept guarded, for it is important that the adversaries should keep all suits protected if possible. If one partner shows strength in one suit, it is unnecessary for the other to keep protection in it, and the latter should then try to keep guards in the other suits if possible. If the one shows weakness in a certain suit, the other should concentrate on that suit particularly, and rely on his partner to protect the others.

It is important to keep as many cards as possible in the same suit as that which dummy is holding, particularly if it is a long suit. Often a 10 x x or 9 x x x will protect a suit, if the partner holds a high card or two in it, and they should be kept.

Third hand should try to keep at least two of his partner's suit, unless it is entirely established, when one is sufficient. He will do this in order to lead them when he comes on the lead.

Do not discard all the cards of a suit held. When the declarer leads that suit, as he usually will, and sees that you have no card in it, he can

easily place all the missing cards in that suit in your partner's hand. This information should not be given him.

Try to hold one small card with an Ace, unless any other discard will either unguard a suit or give up a certain trick.

Trumps.

In discarding against a trump declaration, most of the rules governing the No Trump discards apply equally well. In some cases, however, where the discarder holds some trumps, it is wise to clear an entire suit, especially when his partner can come to the lead soon enough to lead that suit, and allow him to trump the discarded suit with a small trump.

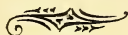
THE LAWS OF AUCTION

AS ADOPTED BY

THE WHIST CLUB

TOGETHER WITH THE

ETIQUETTE OF THE GAME



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THE LAWS OF AUCTION

HOW PLAYED

1. The game of Auction is played by four players, two against two playing as partners. Two partners constitute a side.

CARDS

2. Two packs¹ of cards having different backs are used. A correct pack contains four suits of thirteen cards each; one card of each denomination to a suit. A pack becomes imperfect when one or more cards are torn, soiled or otherwise so marked that they may be identified from their backs.

RANK OF CARDS

3. In the play, Ace is high, then King, Queen, Jack, Ten, etc.; Deuce being lowest. In drawing cards, Ace is low, then Deuce, Trey, etc.; King being highest.

RANK OF SUITS

4. In the declaration,² Spades are high, Hearts next, Diamonds next and Clubs lowest. In drawing cards, as between cards of equal denomination, Spades are low, Hearts next, Diamonds next, and Clubs highest.

LEAD

5. The player at the left of Declarer leads³ to the first trick³ and thereafter the winner of each trick leads to the next.

¹ The game may be played with one pack, legal provisions requiring two packs being suspended by consent.

² In the declaration, No Trump ranks above any suit.

³ A player leads or plays by placing one of his cards face upward near the center of the table.

TRICK

6. After the lead, each player in his turn to the left plays⁴ a card. A trick consists of four cards thus played.

FOLLOWING SUIT

7. A player must follow suit, *i. e.*, must play a card of the suit led if he have one. When leading, or when void of the suit led, he may play any card he holds.⁵

WINNING THE TRICK

8. A trick is won for his side by the player who, (*a*) if the trick does not contain a trump,⁶ plays the highest card of the suit led; or who (*b*) plays the highest trump, if the trick contain one or more trumps. A trick once turned and quitted⁷ may not be looked at⁸ until the end of the hand.

ODD TRICKS

9. Odd tricks are those won by Declarer in excess of six tricks. If Declarer fulfil his contract, his side counts the value of all odd tricks; otherwise nothing is counted in the trick score.

TRICK VALUES

10. Odd tricks count in the trick score as follows:

With Clubs	trumps, each counts	6	points.
With Diamonds	" " "	7	"
With Hearts	" " "	8	"
With Spades	" " "	9	"
With No Trump	" " "	10	"

Doubling doubles the above values; redoubling multiplies them by four.

⁴ The first lead of a hand, when legally made, is called the initial lead.

⁵ To "refuse" is to fail to follow suit. To "renounce" (Law 55) is to refuse when able to follow suit. See Law 56 for "revoke."

⁶ As a result of the bidding (Law 30), the hand may be played without a trump (*i. e.*, "No Trump") or with one of the four suits as the trump. Any trump is a winner as against any card of a plain (non-trump) suit.

⁷ Footnote to Law 56 (*a*) defines "quitted."

⁸ Law 61 (*e*) prescribes penalty.

HAND

11. A hand⁹ begins with the cut¹⁰ and ends when the last card is played to the thirteenth trick.

GAME

12. A game is won when one side has a trick score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out¹¹ whether or not during it the game be won.

RUBBER

13. (a) A rubber begins with drawing for partners (Law 22) or cutting out (Law 23) and is completed when one side has won two games. The side which has won two games adds a bonus of 250 points to its honor-score. The side having the greater number of total points¹² wins the rubber.¹³

(b) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hands shall commence) after a specific time, and the rubber is unfinished at that hour; the score is made up as it stands, 125 being added to the honor-score of the winners of a game. A hand if started must be played out.

(c) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after such agreement, a player leave before the appointed hour without appointing an acceptable substitute (Law 21-*a*); the opponents have the right to consult and decide whether the score be canceled or counted as in (b).

HONORS

14. The Ace, King, Queen, Jack and Ten of the trump suit are the honors unless the declaration be No Trump,

⁹ "Hand" is also used to mean the cards held by a player. When so used the sense is obvious. Also used to designate players, as in "second hand," "third hand," etc.

¹⁰ See Law 25.

¹¹ All points won are counted whether or not they are needed to make game.

¹² See Law 17.

¹³ Thus a side may win two games and still lose the rubber.

in which case the four Aces are the honors. Honors count in the honor-score of the side which received them in the deal.

HONOR VALUES

15. Honor values are based on trick values (Law 10). They are not increased by doubling (Law 35) or redoubling (Law 36).

WHEN THERE IS A TRUMP:

3 honors¹⁴ between partners have value of 2 tricks.

4 honors between partners have value of 4 tricks.

4 honors held by one partner have value of 8 tricks.

5 honors, held 3 by one and 2 by other partner, have value of 5 tricks.

5 honors, held 4 by one and 1 by other partner, have value of 9 tricks.

5 honors held by one partner have value of 10 tricks.

WHEN THERE IS NO TRUMP:

3 aces held between partners count 30 points.

4 " " " " " 40

4 " held by one partner count 100 "

SLAMS

16. A side winning all thirteen tricks¹⁵ scores 100 points for Slam.¹⁶ A side winning twelve tricks¹⁵ scores 50 points for Little Slam.¹⁷ Slam points are added to the honor-score.¹⁸

SCORING

17. Each side has a trick-score, which includes only points won by odd tricks; and an honor-score for all other points, including bonuses for honors, penalties, slams and undertricks.

At the end of the rubber, the total points of a side are obtained by adding together its trick-score and honor-score.¹⁹ Subtracting the smaller total from the greater,

¹⁴ "Simple honors" means 3 honors.

¹⁵ Without counting tricks received as penalty for a revoke.

¹⁶ Also called Grand Slam.

¹⁷ When Declarer's contract is seven and he wins six odd, he counts 50 for Little Slam although his contract fail.

¹⁸ Slam or Little Slam may be scored by either side.

¹⁹ The 250 points bonus for winning two games (Law 13-a) is included.

gives the net points by which the rubber is won and lost.²⁰

A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

A proved error in the trick-score may be corrected at any time before the next declaration begins (Law 29) or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

FORMING TABLES

18. A table consists of four, five or six members, of whom four are players. A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played but are not members of an existing table rank next. Candidates of equal standing decide priority by drawing²¹ cards. Low wins.

ENTRY

19. Before the beginning of a rubber²² a candidate may enter any incomplete table by announcing his desire to do so and such announcements in the order may entitle candidates to places as vacancies occur. In case there are more candidates than there are vacancies, the provisions of Law 18 apply.

MEMBERS LEAVING TABLE

20. If a member leave a table, he forfeits all his rights at said table unless he leave to make up a table which cannot be formed without him and, when leaving, announce his intention of returning when his place at the new table can be filled. In such case, if he return, he has prior rights over any who have joined the table in his absence and may displace one of them. When a member²³

²⁰ Law 13 (a) explains who wins a rubber.

²¹ Method of drawing is described in Law 22.

²² Law 13 (a) stipulates that the rubber begins when any player draws either for partners or cutting out.

²³ Should two members make up a new table, both rank ahead of the others.

leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table.

PLAYERS LEAVING TABLES

21. (a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence; such appointment becomes void upon return of said player or upon conclusion of the rubber. In any case, the substitute when released regains all his previous rights.

(b) A player who withdraws from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a), fails to return before the end of the rubber, thus breaking up the table; cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

22. A table having been formed, the members draw²⁴ cards. He who draws lowest becomes the dealer of the first deal and has choice of packs and seats.²⁵ He who draws second lowest is Dealer's partner and sits opposite him. The third lowest has choice of the two remaining seats; fourth lowest takes the remaining one. The members, if any, who draw higher than fourth lowest, remain members of the table but do not play in the current rubber.

In all cases when drawing cards, should any one show two or more cards, he must draw again.

A player having made choice of packs or seats must abide by his decision.

CUTTING OUT

23. If at the end of a rubber a table consist of five or six members, the players who have played the greatest number of consecutive rubbers are the first to lose their

²⁴ One pack is spread face downward on the table and each member draws one card. All draw from the same pack.

²⁵ A player may consult his partner before choosing.

places as players (but do not lose their standing as members). The draw (Law 22) decides between claimants of equal standing; low wins.

THE SHUFFLE

24. After drawing for partners, second hand²⁶ shuffles the pack which Dealer has chosen (Law 22) and third hand²⁷ shuffles the still pack.²⁸ Thereafter, at the beginning of each deal, third hand shuffles the still pack.²⁹ After being shuffled, the still pack is placed between second and third hands where it remains until the next deal.

During the shuffle, the pack must not be held below the table nor so that the face of any card may be seen.

Dealer has the right to shuffle last, but must not shuffle after the cut except as in 25 (b).

The deal must not proceed until the pack has been shuffled as herein provided.

THE CUT

25. (a) Dealer, immediately before the deal, places the pack before his right hand opponent who lifts off the top portion and places it beside the bottom portion, preferably toward Dealer, who then places the bottom portion on top. This constitutes the cut.²⁹

(b) If the cut leave fewer than four cards in the top or bottom portion; or if during it any card be faced or displaced; or there be any doubt as to where the pack was divided; or any player shuffle after the cut; there must be a new shuffle and a new cut.³⁰

THE DEAL

26. (a) The deal begins after the cut and ends when the last card has been placed in proper order in front of Dealer.

(b) After the first deal, players deal in turn to the left.

²⁶ The player on Dealer's left.

²⁷ Third hand is Dealer's partner.

²⁸ The "still pack" is the one not being dealt, or used in the play of the hand.

²⁹ A player may not cut or shuffle for partner if either opponent object.

³⁰ A player may not cut or shuffle for partner if either opponent object.

A player may not deal for his partner if either opponent object.

(c) Dealer gives the first card to the player on his left and so on until all fifty-two cards are dealt, the last one to Dealer.

(d) A player may not look at any of his cards during the deal. Penalty, 25 points in the adverse honor-score.

NEW DEAL

(Compulsory)

27. There must be a new deal.³¹

(a) If the cards be not dealt into four distinct packets in accordance with Law 26(c).

(b) If, during the deal, any card be found faced in the pack or be exposed on, above or below the table.

(c) If it be discovered during the hand that more than thirteen cards were dealt to any player.

(d) If, during the hand, one player hold more than the proper number of cards and another less.

(e) If, during the hand the pack be proved incorrect (Law 2). The pack is not incorrect on account of a missing card or cards if it or they be found in the still pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal. Any player may search anywhere for missing cards, including the still pack and the quitted tricks (face downward). See also Law 56(e).

NEW DEAL

(Optional)³²

28. During the deal any player who has not looked at any of his cards may demand a new deal:³³

(f) If the deal be out of turn,

(g) If the pack be imperfect (Law 2),

A new deal may be demanded by either of Dealer's

³¹ Always by the same dealer, and with the same pack except (e) when a missing card is not found. See Law 62 regarding new cards.

³² A new deal may also be demanded under Laws 37 (d), 37 (e) and 54 (i).

³³ By the same dealer except as in (f), and with the same pack except as in (g) and (i).

opponents³⁴ who has not looked at any of his cards:

(h) If Dealer omit the cut.

(i) If Dealer deal with wrong pack.

If any player, after looking at a card, make a claim under this law; or, if no claim be made; the deal stands as regular, and the player to the left deals next. In case of a deal with the wrong pack (i), the next dealer may choose either pack for the remainder of the rubber.

THE DECLARATION

29. The declaration³⁵ begins when the deal ends and ends when all four players pass³⁶ (Law 38) their first opportunity to declare³⁷ or, after a bid, (Law 30) when three players in succession have legally passed. The first legal act of the declaration is a bid or pass by the dealer. Thereafter each player in his turn to the left must pass, bid if no bid has been made previously, made a higher bid³⁸ if a bid has been made previously, double the last bid made by an opponent or redouble an opponent's double provided no bid has intervened.

BID DEFINED

30. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump; thereby offering to contract that with such suit as trump or with No Trump, the bidder will win at least the specified number of odd tricks.

HIGHER BID DEFINED

31. To make a "higher bid" a player must (a) name a greater number³⁹ of odd tricks in a suit or No Trump than the number named in the last previous bid, or (b) name at least an equal number of odd tricks in a suit of higher rank (Law 4) than the suit named in the previous bid.

³⁴ "Opponent" is always used in the general sense.

"Adversary" is always an opponent of Declarer.

³⁵ Declaration also means either bid, double, pass, or redouble.

³⁶ The player next in turn then deals with his own pack.

³⁷ To declare means to bid, double, pass or redouble.

³⁸ Law 31 defines "higher bid."

³⁹ Seven is the greatest number that may be named.

INSUFFICIENT BID

32. A bid following any previous bid is "insufficient" if it is not "higher" according to Law 31.

When an insufficient bid is made:

(a) The insufficient bidder, if he do so before an opponent has declared or called attention to the insufficiency, may make the bid sufficient by changing the number of odd tricks named, in which case the declaration proceeds as if the bid had been sufficient.

(b) When either opponent calls attention to an insufficient bid before it is changed, the insufficient bidder must make his bid sufficient by increasing the number⁴⁰ of odd tricks named; and if the player on the left of the insufficient bidder then pass, the partner of the insufficient bidder must pass and may not re-enter the declaration unless an opponent subsequently bid or double.

(c) If neither opponent call attention to the insufficiency and the player on the left of the insufficient bidder either bid, double or pass, the previous insufficiency is waived.

(d) Either opponent, after the bid has been made sufficient as provided in (b), may in turn make a higher⁴¹ bid, in which case the declaration proceeds as if no bid had been insufficient.

BID OUT OF TURN DEFINED

33. A bid is out of turn,⁴² (not an illegitimate bid, Law 41):

(a) If, before Dealer declares, a bid be made by any other player.

(b) If, after Dealer declares, any player bid otherwise than in his turn.

BID OUT OF TURN PENALIZED

34. After a bid out of turn:

(a) Either opponent of the offender may cancel it. The

⁴⁰ Not exceeding seven.

⁴¹ i. e., Higher than the bid after it has been made sufficient.

⁴² When a bid is out of turn and also insufficient (Law 32), either opponent may elect to apply either Law 32 (b) or Law 34 (a).

proper player then proceeds with the declaration,⁴³ the out-of-turn bid being ignored, but the partner of the out-of-turn bidder must thereafter pass whenever his turn comes.⁴⁴

(b) When the player on the left of the out-of-turn bidder declares before the improper bid is canceled, the out-of-turn bid is thereby accepted as if made in turn and there is no penalty.

(c) When the player on the right of the out-of-turn bidder is the proper declarer and declares⁴⁵ without otherwise canceling the improper bid, such act cancels the out-of-turn bid and (a) applies.

DOUBLE DEFINED

35. When, during the declaration and in proper turn, a player doubles, it doubles the trick value (Law 10) of the last previous bid. Doubling does not change bidding values (Laws 4 and 31), nor the values of honors (Law 15), Slam or Little Slam (Law 16).

REDOUBLE DEFINED

36. When, during the declaration, and in proper turn, a player redoubles, it doubles the double (Law 35); that is, it multiplies the original trick value (Law 10) by four. A redouble, like a double, affects only trick values (Law 35).

IMPROPER DOUBLES AND REDOUBLES

37. The penalties for improper doubles or redoubles follow:

(a) A double or redouble before a bid has been made is void.

(b) A double or redouble after the declaration ends: Law 41(a) prescribes the penalty.

(c) A double or redouble made when it is the turn of the right hand opponent to declare is subject to the same penalty as a bid out of turn (Law 34-a) unless the partner

⁴³ The "proper player" must pass if he is the partner of the player in error.

⁴⁴ The offending player, as he has not received improper information, *may* subsequently declare in turn.

⁴⁵ When he doubles, it is a double of the last legal bid.

of the offender has passed the bid involved, in which case the double or redouble is void and there is no penalty.

(d) A double or redouble when it is partner's turn to declare may be accepted by the opponents, after consultation, as if it had been in turn; or they may demand a new deal; or call the bid that was doubled final and elect whether the double or redouble stand. Any of these penalties may be exacted even though the partner of the offender call attention to the error; but, if the player to the left of the offender declare, he thereby accepts the out-of-turn double or redouble.

(e) A double of a double is a redouble; a redouble when there has been no double is a double; a redouble of a redouble is void and is penalized by a new deal or 100 points in the adverse honor-score. Doubling a partner's bid or redoubling a partner's double is penalized by 50 points in the adverse honor-score. Either opponent may exact any of these penalties.

PASS DEFINED

38. When, during the declaration and in proper turn, a player passes; the turn to declare is thereby passed to the next player to the left.

PASS OUT OF TURN DEFINED

39. A pass is out of turn:

- (a) If made before Dealer declares;
- (b) If made (after Dealer declares) by any player except in turn.

PASS OUT OF TURN PENALIZED

40. After a pass out of turn:

(a) If the opponent at the left of the offending player declare⁴⁶ before attention is called to the error, the pass is accepted as regular.

(b) If an opponent call attention to the error, the pass is void and the player whose turn it was, when the error was made, resumes the declaration; but the offending

⁴⁶ See footnote to Law 29, which provides that a pass is a declaration.

player may not thereafter bid, double or redouble unless the declaration he passed be over-bid, doubled or redoubled.

ILLEGITIMATE DECLARATIONS

41. (a) A bid, double or redouble made after the declaration is ended is not penalized if made by Declarer or his partner. But should the error be committed by an adversary, Declarer may call a lead from the partner of the offending player the first time it is the turn of said partner to lead.

(b) When a player who has been debarred from bidding or doubling, either bids, doubles or redoubles, either opponent may decide whether or not such bid, double or redouble stand; and, in either case, both the offending player and his partner must thereafter pass.

(c) A pass after the declaration is ended is void.

DECLARING AND CHANGING

42. If a player pass, bid, double, or redouble, and then attempt to change⁴⁷ to some other form of declaration or attempt to change the size of a sufficient bid, such attempted change may be penalized as a bid out of turn.⁴⁸

REPEATED ERRORS

43. When any player commits an error for which a penalty is provided in Laws 32, 34, 37, 40, 41, or 42 at a time when an error has previously been committed under those laws, for which the penalty has not already been fully paid:

(a) If the previous error was committed by the other side, the penalty for it (or as much as remains unpaid) is canceled and the side newly in error is liable for the penalty provided for the new offense;

⁴⁷ A player who inadvertently says "No Bid," meaning to say "No Trump" or *vice versa*; or who inadvertently says "Spade," "Heart," "Diamond" or "Club," meaning to name another of these; may correct his mistake, provided the next player has not declared. "Inadvertently" refers to a slip of the tongue, not a change of mind.

⁴⁸ Unless it be an attempt to change the third or fourth consecutive pass which closes the declaration (Law 29).

(b) If the previous error was committed by the same side, the opponents, after consultation, may elect which error to penalize.

CARDS EXPOSED DURING DECLARATION

44. If, during the declaration,⁴⁹ any player lead or expose⁵⁰ a card, such card must be left face upward on the table and the partner of the player in error must thereafter pass whenever it is his turn to declare.

If the player in error later become Declarer or Dummy, the card in question is no longer exposed; otherwise it remains an exposed card until played.

If the player on the left of the player in error later become Declarer he may, on the first trick, forbid a lead of the suit of the exposed card.⁵¹

CONTRACT AND DECLARER

45. With the completion of the declaration, the side which has made the highest bid assumes a contract to win at least the number of odd tricks⁵² named in said bid; the partner of that side who first named the suit or No Trump specified in said bid is Declarer.

For every trick Declarer falls short of his contract, the adversaries score 50 points in their honor-score for undertricks. All tricks won by adversaries beyond their "book" are undertricks. The adversaries' book is the number of the bid subtracted from seven. Declarer's book is his first six tricks. In case of a double, the undertricks count 100 each; in case of redouble they count 200 each.

When there is a double and Declarer fulfils his contract, he counts in his honor-score a bonus of 50 points; and a further bonus of 50 points for each trick, if any, that he wins beyond the number called for by the contract. When there is a redouble, these bonuses are 100 points each instead of 50.⁵³

⁴⁹ Law 29 specifies when the declaration begins and ends.

⁵⁰ Law 51 defines exposed cards.

⁵¹ When two or more cards are exposed, all are subject to the provisions of Law 44, but the Declarer may not forbid the lead of more than three suits.

⁵² Law 9 provides that Declarer whose contract fails, scores nothing for tricks.

⁵³ These bonuses are in addition to the increased trick score, see Law 10.

THE PLAY

46. After the declaration, the play proceeds according to Law 5. Until the initial lead has been legally made, Declarer's partner is not subject to any of the limitations⁵⁴ imposed upon Dummy.

DUMMY

47. As soon as the initial lead is legally made, Declarer's partner places his cards face upward on the table and becomes Dummy.⁵⁵ Declarer plays Dummy's cards as well as his own. Dummy takes no part in the play and has no rights except as provided in Laws 48 and 49.

DUMMY'S RIGHTS (UNCONDITIONAL)

48. Dummy always has the right:

(a) To call attention to the fact that too many or too few cards have been played to a trick,

(b) To call attention to the fact that the wrong side has gathered in a trick,

(c) To ask Declarer whether he have any of a suit he has refused.⁵⁶

(d) To correct an error in the score,

(e) To participate in the discussion of any disputed question of fact after it has arisen between Declarer and an adversary,

(f) To correct an improper claim of either adversary,

(g) To assist Declarer as allowed by Law 54(j).

DUMMY'S RIGHTS (CONDITIONAL)

49. If Dummy have not intentionally looked at a card held by any player, he has the following additional rights:

(h) To claim an adverse revoke,

(i) To call attention to an adverse lead out of turn,

(j) To call attention to a card exposed by an adversary,

(k) To call Declarer's attention to any right he may have under the laws,

⁵⁴ Except consultation as to the penalty provided in Law 54 (a).

⁵⁵ "Dummy" is sometimes used in the obvious sense of dummy's cards.

⁵⁶ "Refuse" is defined in footnote to Law 7.

(*l*) To suggest playing out the hand when Declarer would concede any of the remaining tricks (Law 59-*b*).

DUMMY PENALIZED

50. (*m*) Should Dummy call attention to any matter involving a right of Declarer or a penalty incurred by the adversaries, said matter not being covered by Law 48, paragraphs (*a*) to (*g*); or should he, after having intentionally looked at a card held by any player, seek to exercise any of the rights mentioned in Law 49, paragraphs (*h*) to (*l*); then such right or penalty is canceled and may not be exercised or exacted.

(*n*) Should Dummy, by touching a card or otherwise, suggest a play by Declarer; either adversary may require Declarer to make such play (if legal) or to refrain from making it.

(*o*) Should Dummy warn Declarer that he is about to lead from the wrong hand, either adversary may designate the hand from which Declarer shall lead.

EXPOSED CARDS

51. The following are "exposed" cards—

(*a*) Two or more cards led or played simultaneously (all are exposed);

(*b*) A card dropped face upward on the table, even if snatched up so quickly that it cannot be named;⁵⁷

(*c*) A card dropped elsewhere than on the table if the partner see its face;⁵⁸

(*d*) A card so held by a player that his partner sees any portion of its face;⁵⁸

(*e*) A card mentioned by either adversary as being in his own or his partner's hand.

(*f*) If an adversary who has legally played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed;

(*g*) A card designated by any Law as "exposed."

⁵⁷ If an adversary throw his cards face upwards on the table, they are exposed (except as in 59*a*) and liable to be called; but if the other adversary retain his hand, he cannot be forced to expose it.

⁵⁸ The fact that an opponent sees it, does not make it an exposed card.

CALLING EXPOSED CARDS

52. After a card has been "exposed" as defined in Law 51, it must be left face upward on the table and Declarer may "call" it (*i. e.*, require its owner to lead or play it)⁵⁹ at any time when it is the owner's turn to lead or play, except when the playing of the "called" card would cause the holder to renounce.

Declarer may call an exposed card any number of times until it may be legally played, but the owner may play it even if not called.

PLAY OF DECLARER AND DUMMY

53. A card from Declarer's hand is not played or led until quitted.⁶⁰ If Declarer name or touch a card in Dummy he must play it.⁶¹ If he touch two or more cards simultaneously, he may play either.

Declarer and Dummy are not liable to the call of exposed cards.⁶²

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

54. (a) After the declaration and before a legal initial lead, should the partner of the proper leader lead or expose a card, Declarer may either call a lead⁶³ from the proper leader or treat the card⁶⁴ as exposed. Declarer's partner may call Declarer's attention to the offense, but should they consult regarding the penalty, it is canceled. Should Declarer's partner spread any part of his hand before Declarer selects the penalty, Declarer may not call a lead.

(b) Should an adversary who has played a card which, as against Declarer and Dummy, is a winner lead another or several such winning cards without waiting for his partner to play; Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

⁶⁰ A card is "quitted" when the player no longer touches it.

⁶¹ Unless Declarer say "I arrange," or words to that effect; or unless his touching the card is obviously for the purpose of uncovering a party hidden one or to enable him to get at the card he wishes to play.

⁶² But see Law 54 (a).

⁶³ If the player called on to lead a suit have none of it the penalty is paid.

⁶⁴ Or cards.

(c) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(d) Should Declarer lead out of turn either from his own hand or Dummy, either adversary may direct that the error be rectified, but Declarer may not rectify it unless so directed.

(e) After a lead by Declarer or Dummy, should fourth hand play before second hand; Declarer may require second hand to play his highest or lowest card of the suit led, or to win or lose the trick.⁶⁵ If second hand have none of the suit led, Declarer may call his highest of any designated suit. If second hand hold none of the suit called, the penalty is paid.

(f) Should Declarer lead from his own or Dummy's hand and then play from the other hand before second hand plays, fourth hand may play before second hand without penalty.

(g) Should any player (including Dummy) lead out of turn and next hand⁶⁶ play without claiming the penalty, the lead stands as regular.

(h) If an adversary lead out of turn, Declarer may call a lead as soon as it is the turn of either adversary to lead or may treat the card as led as exposed.

(i) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick but does not constitute a revoke therein.

(j) Whenever it is suspected that any of the quitted tricks contains more than four cards, any player (including Dummy) may count them face downward. If any be found to contain a surplus card and any player be short, either opponent may face the trick, select the surplus card and restore it to the player who is short; but this does not

⁶⁵ Except as provided in (f).

⁶⁶ Declarer accepts wrong lead if he play next either from his own or Dummy's hand.

change the ownership of the trick. The player who was short is answerable for revoke as provided in Law 56(e).

RENOUNCE

55. When a player, having one or more cards of the suit led, plays a card of a different suit; his act constitutes a renounce.⁶⁷

REVOKE DEFINITIONS

56. A renounce (Law 55) becomes a revoke and subject to penalty (Law 57):

(a) When the trick in which it occurs is turned and quitted⁶⁸ by the rightful winners, except as provided in Law 58(c);

(b) When the renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick;

(c) When one side having claimed a revoke either opponent mixes the cards before the claimant has had reasonable opportunity to examine them.

(d) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so; he incurs the revoke penalty.

(e) If at any time a player be found to have less than his correct number of cards, and the other three have their correct number; the missing card or cards, if found (see also Laws 27-e and 54-j), belong to the player⁶⁹ who is short and, unless he be Dummy, he is answerable for any revoke or revokes as if the missing card or cards had been in his hand continuously.

REVOKE PENALTY

57. The penalty for each revoke is:

(a) When Declarer revokes, he cannot score for tricks and his adversaries, in addition to any bonus for under-

⁶⁷ See also "refuse," Law 7, footnote.

⁶⁸ A trick is "quitted" when it is turned and the player no longer touches it.

⁶⁹ The fact that such player made no claim of irregularity at the time of the deal is conclusive, in the absence of evidence to the contrary, that the missing cards were dealt to him.

tricks⁷⁰, add 50 points to their honor-score for each revoke.

(b) When either adversary revokes, Declarer for the first revoke may either score 50 points in his honor-score or take two tricks⁷¹ from his adversaries and add them to his own.⁷² Such tricks may assist Declarer to make good his contract, but shall not entitle him to any further bonus⁷³ in the honor-score by reason of the bid having been doubled or redoubled; nor to a Slam or Little Slam not otherwise obtained. For each revoke after the first, Declarer adds 50 points to his honor-score.

(c) The value of honors as held is the only score that can be made by a revoking side unless both sides revoke; if one side revoke more than once, the other scores 50 for each extra revoke.

REVOKE AVOIDED

58. A renounce (Law 55) may be corrected, and the revoke (Law 57) avoided, under the following circumstances:

(a) If made by Dummy, the renounce may be corrected before the trick is turned and quitted. After the trick has been turned and quitted, whether by the rightful winners or otherwise, the renounce may not be corrected. In neither case is there any penalty.

(b) A renouncing player, other than Dummy, may not correct his error (except as in c) after the trick is turned and quitted nor after he or his partner has led or played to the following trick. If the correction be made in time, there is no revoke penalty; but the player in error (except as in e) may be required to play his highest or lowest card of the suit led. Any player, who played after the renounce, may withdraw his card and substitute another.

(c) If, before the trick is turned and quitted, the partner of the renouncing player ask him whether he have any⁷⁴

⁷⁰ The fact that Declarer revokes does not permit adversaries to score for undertricks, provided Declarer has won (even with the help of the revoke) at least the number of tricks called for by his contract.

⁷¹ The value of the two tricks—undoubled, doubled or redoubled as the case may be—is counted in the trick score.

⁷² Dummy may advise Declarer which penalty to exact.

⁷³ They may enable him to win a game and, if that game end the rubber, give him the 250 points bonus.

of the suit refused, subsequent turning and quitting does not establish a revoke until the renouncing player has answered in the negative, or until he or his partner has led or played to the following trick.

(*d*) If the renouncing player be an adversary and the renounce be corrected in time, declarer instead of calling the highest or lowest may treat the card played in error as exposed.

(*e*) The highest or lowest may not be called from Declarer unless the adversary to his left have played to the trick after the renounce.

(*f*) Should Dummy leave the table after requesting protection from revokes,⁷⁵ Declarer cannot be penalized, following a renounce, unless an adversary in due time call the renounce to his attention.

(*g*) The revoke penalty cannot be claimed after the next ensuing cut (Law 25); nor, if the revoke occur during the last hand of a rubber, after the score has been agreed upon; nor if there have been a draw for any purpose in connection with the next rubber (*e. g.*, as in Law 23).

CLAIMING AND CONCEDING TRICKS

59. (*a*) If Declarer say "I have the rest," or any words indicating the remaining tricks or any number thereof are his; either adversary may require him to place his cards face upward on the table and play out the hand. Declarer cannot then take any finesse, not previously proven a winner,⁷⁶ unless he announced it when making his claim; nor may he call any cards either adversary has exposed.

(*b*) If Declarer concede one or more tricks, and either adversary accept the concession before Dummy lawfully demands that the hand be played out (Law 49-1), such

⁷⁴ Or none.

⁷⁵ Sometimes called "courtesies of the table."

⁷⁶ "Proven a winner" means that the adversary who plays last to the trick in which the finesse is to be taken, has previously refused that suit; the fact that a finesse in the same suit has previously won is not enough.

trick or tricks belong to adversaries even though, had the hand been played out, Declarer could not have lost them.

(c) If an adversary concede a trick or tricks to Declarer, and such concession be accepted before the other adversary objects, it is binding on both adversaries.

PENALTIES AND CONSULTATION

60. Laws which give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(a) If either partner suggest or name a penalty he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(c) If either says (in effect), "Which of us is to select the penalty?" the penalty is canceled.

(d) A proper penalty once selected may not be changed.

(e) If a wrong penalty be selected,⁷⁷ the selection must be corrected upon request of either opponent.

(f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(g) A reasonable time must be allowed for the selection of a penalty, and the selection must be made within a reasonable time.

(h) If, instead of exacting a penalty at the proper time, either opponent of the side in error play or declare, no penalty may be exacted.

INFORMATION

61. (a) During the declaration, information must be given concerning its details up to that time, but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the declaration except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side

⁷⁷ If the "penalty" selected be something not described in the Laws, no penalty may be exacted.

to lead. At any time during the play, any player inquiring must be informed what the contract is.

(b) Any player except Dummy may, before a trick is turned and quitted, demand that the cards so far played be placed before their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy (Law 50-o), may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call the next lead when it becomes an adversary's turn.⁷⁸

(d) If before or during the declaration a player give any unauthorized information concerning his hand, his partner may be barred from subsequent participation in the declaration.

(e) The penalty for looking at quitted tricks (except where the Laws permit examination) is 25 points in the adverse honor-score for each offense.

NEW CARDS

62. One new pack must be produced to replace an incorrect one (Law 27-e) or an imperfect one (Law 28-g). Otherwise, when new cards are demanded, two packs must be furnished and the opponents of the player demanding them have the choice, unless the demand be made at the beginning of a rubber, in which case Dealer has the choice.

Except under Laws 27(e) and 28(g), new cards may not be introduced during a deal. (See Law 26-a).

⁷⁸ Any such reference by Dummy, may be similarly penalized by either adversary.

THE ETIQUETTE OF AUCTION

In the game of Auction slight intimations may convey improper information. To offend against etiquette is more serious than to offend against a law; for in the latter case the offender is subject to prescribed penalties; in the former his opponents are without redress.

1. Declarations should be made in a simple manner, thus: "one Heart," "one No Trump," "pass," "double"; they should be made without emphasis.

2. Except by his legitimate declaration, a player should not indicate by word, manner or gesture the nature of his hand, nor his approval or disapproval of a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An adversary should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played in such manner as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty nor should he make a second revoke to conceal a first.

7. Conversation which may annoy players at the table or at other tables in the room should be avoided.

8. Dummy should not leave his seat to watch his partner play nor call attention to the score.

9. If Declarer says, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and an adversary exposes his cards, Declarer should not allow any information so obtained to influence his play.

10. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

Amendments to the Laws, adopted tentatively by the New York Bridge Whist Club, April 15, 1922, Printed by permission of the New York Bridge Whist Club.

The New York Bridge Whist Club, at a meeting of the Card Committee, adopted the following amendments and additions to the Laws of Auction, and are in force as of April 15, 1922:

PASS OUT OF TURN PENALIZED

Law 40 (b) is amended to read:

If an opponent call attention to the error, the pass is void and the player whose turn it was when the error occurred resumes the declaration. The offending player, unless he be to the right of Declarer, when it becomes his turn to declare, must pass unless a bid made by his partner or either opponent has been raised, doubled or redoubled; if the offending player be to the right of the Declarer he must pass if neither his partner nor either opponent has bid, but if a bid has been made he may re-enter the bidding without penalty.

THE DECLARATION

Footnote 35, Law 29, is amended to read:

A pass is a declaration but is not a bid. There is a difference in the penalty between a "pass out of turn" (Law 40) and a "bid out of turn" (33-34). The penalty in Law 40 is established to prevent a player who has passed out of turn from making what his partner can recognize as a secondary bid before all of the other players have had an opportunity to make their first declaration.

DUMMY'S RIGHTS

Law 48 (c) is amended to read:

To ask Declarer whether he has any of a suit he has refused, unless the Dummy has intentionally looked at any of the cards held by any player.

DUMMY PENALIZED

Law 50 (m) is amended to read:

Should Dummy call attention to any matter involving a right of Declarer or a penalty incurred by the adversaries,

said matter not being covered by Law 48, paragraphs (a) to (g); or should he, after having intentionally looked at a card held by any player, seek to exercise any of the rights mentioned in Law 49, paragraphs (h) to (l); then such right or penalty is canceled and may not be exercised or exacted. Dummy, having intentionally looked at any of the cards held by any player, is debarred, under penalty of establishing a revoke, from asking the Declarer if he has none of the suit which he has renounced.

REVOKE PENALTY

Law 57 (a) is amended to read:

When Declarer revokes, he cannot score, and his adversaries, in addition to any bonus for undertricks, add 100 points to their honor-score for the first revoke and 50 points for each succeeding revoke.

REVOKE PENALTY

Law 57 (b) is amended to read:

When either adversary revokes, Declarer for the first revoke may either score 100 points in his honor-score or take two tricks from his adversaries and add them to his own. Such tricks may assist Declarer to make good his contract, but shall not entitle him to any further bonus in the honor-score by reason of the bid having been doubled or redoubled; nor to a Slam or Little Slam not otherwise obtained. For each revoke after the first, Declarer adds 50 points to his honor-score.

INSUFFICIENT BID

Law 32 is hereby amended by adding paragraph (e).

If an insufficient bid is made after a pre-emptive bid and attention is called to the error by either of the opponents, the bid must be corrected by the offending player and the partner of the offending player shall thereafter be debarred from bidding.

NOTE: A pre-emptive bid is a bid of more than one by the original Declarer or a bid higher than is necessary to defeat an adverse bid already made.

GLOSSARY

- blank*to have none of a suit.
- book*applied to the declarer, is the first six tricks.
Applied to the adversaries, is the number of the bid subtracted from seven. Any tricks made over the book will defeat the declarer.
- contract*the number of tricks over six, which the declarer has undertaken to make.
- cross ruff*to have one suit trumped by one partner and another suit trumped by the other partner.
- discard*to play a card other than the suit led, but not a trump.
- duck*to play a lower card than one already played, when able to play a higher card.
- easy aces*in a no trump, two aces held by each side.
- echo*the playing or discarding of first a higher and then a lower card in the same suit, as a signal of strength, or as a sign the player has no more of that suit.
- falsecard*to deceive the opponent by playing a higher card of a suit than is necessary.
- fourth hand*player to right of original bidder or dealer.
- love score*when neither side has scored towards the game.
- odd trick*the seventh trick.
- odd tricks*any tricks over six.
- on the lead*the one who is to play first to a trick is said to be "On the lead."
- pips*the spots on the cards from the two to the ten.
- protection*a card or combination of cards which will win a trick in that suit before the opponents can make every trick in it.
- quitted*a trick is quitted after it has been turned and the winner is no longer touching it.

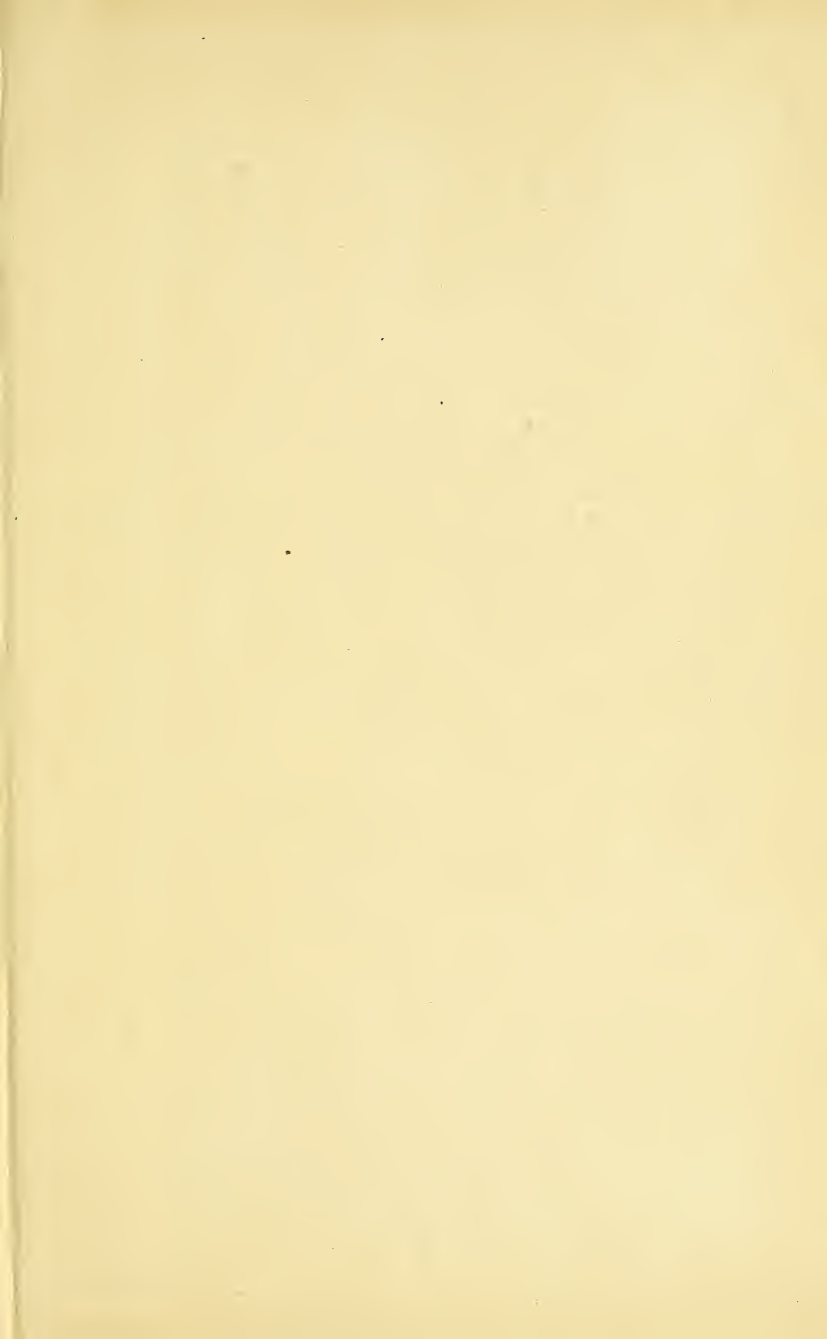
- re-entry*a card in a suit with which the holder may take a trick so that he can lead a different suit. Used for the purpose of coming to the lead after a suit has been established.
- renounce*to play a card of a suit other than the one led, while holding one or more cards of that suit.
- revoke or renig.*...to renounce, and permit the winner of the trick to turn and quit such trick without correcting the renounce.
- rubber game*the deciding game of the rubber.
- ruff*to trump.
- second hand*player after original bidder or dealer.
- sequence*two or more cards of one suit following each other, such as King and Queen, ten and Jack, eight and seven, etc.
- set the declarer* ...to defeat the declarer's contract.
- simple honors*three honors in the trump suit held by one or divided between two partners.
- singleton*one of a suit.
- slough*to discard.
- solid*a suit in which all the cards in it are good for tricks.
- take out*to change the partner's last bid.
- tenace*two cards not in sequence with one card missing which completes the sequence.
- third hand*partner of original bidder or dealer.
- () *times the* ()... A term used to describe the number of cards of a suit of which the highest is the card mentioned. For example:
- four times the*
JackJack and *three* others of the same suit.
- three times the*
AceAce and *two* others of the same suit, etc.

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